

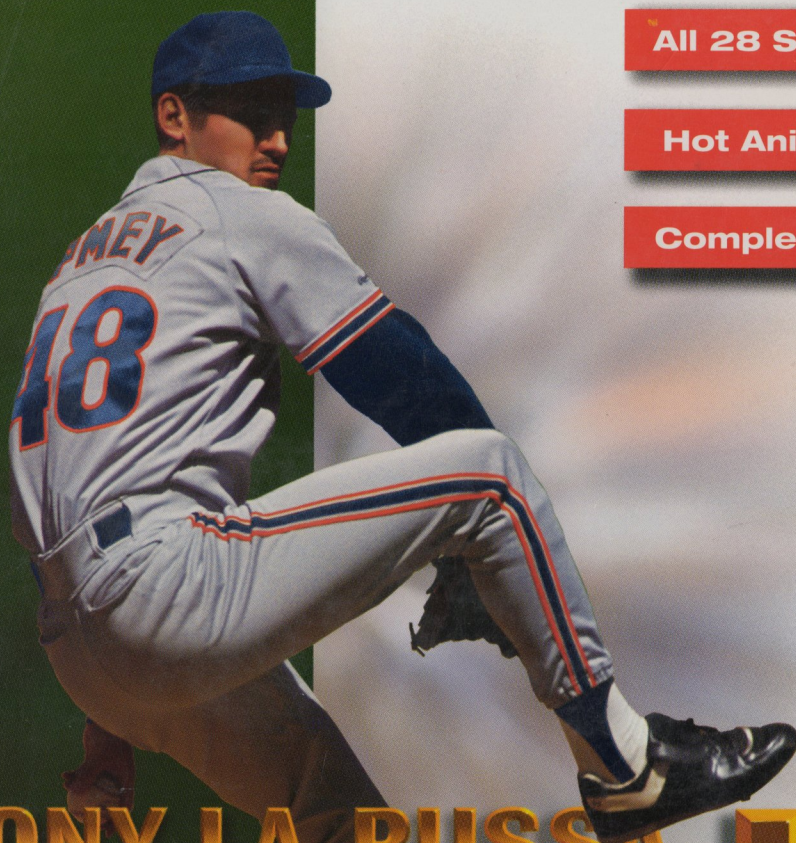


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TONY LA RUSSA BASEBALL 3

USER'S GUIDE

TABLE OF CONTENTS

INTRODUCTION	8
GETTING STARTED	9
What Come with the Game?	9
The On-Line Help.	9
Highlighting, Clicking and Dragging.	9
Scroll Bars	10
The Function Key: F1, F2, ect	10
HOW TO SELECT MENU ITEMS	11
Keyboard Controls.	11
Joystick Controls	11
Mouse Controls	11
Head-to-Head Competition	11
Moving to Different Screens	11
Saving Changes and the Restore Button	11
The Main Menu	12
The Making of Tony La Russa Baseball 3	12
Tony's Tips.	12
THE MENU BAR	12
Main.	13

PLAY AN EXHIBITION GAME

Select Teams	13
Game Configuration	13
Announcers	14
The Ground Rules Menu	14
CONTROL OPTIONS	15
Play	15
Manage Only.	15
Computer	15
AUTO CONTROL OPTIONS	15
Fielding	15
Throwing	15
Running	16

INPUT SELECTIONS	16
Keyboard	16
Joystick	16
Mouse	16
GENERAL (GROUND RULES).	16
Designated Hitter	16
Night Game	16
Errors.	16
Injuries	17
Computer Pipes Ball	17
One Pitch Mode	17
Sound Effects	17
Crowd	17
Announcer.	17
Music	17
Quick Off The Field	17
Ultra Offense	17
Strike Zone	17
Jumbovision	18
Animation Speed.	18
Batter/Pitcher View	18
Home Team View	18
Visiting Team View	18
SELECT STADIUM	18
LINEUP EXCHANGE	19
PLAY BALL!	19
MENU BAR	19
PITCHER/BATTER VIEW.	20
PITCHING	20
Pitch Type	20
PITCH LOCATION	21
Pickoff.	21
DEFENSE	22
Hold Runner/Play off Bag	22
Pitch Around	22

Pitchout	22
Intentional Walk	22
Normal	22
BATTING	22
Normal	23
Power	23
Contact	23
Bunt.	23
SIGNS	23
Steal	23
Double Steal.	23
Squeeze	23
Hit and Run	24
Take Pitch	24
BASERUNNING	24
Controlling the Runner.	24
Taking a Lead	24
Sliding.	24
FIELDING	25
Diving and Jumping	25
Catching Fly Balls	25
The Wind.	26
Throwing the Ball	26

THE TEAM MENUS

DEFENSE	27
Pitching Coach.	27
Bullpen	27
Defensive Substitution.	28
Positioning	28
Double Switch	29
Lineup Card	29
Manager Profile	29

OFFENSE	29
Pinch Hitter	30
Pinch Runner	30
Bullpen	30
Lineup Card	30
Argue With Umpire.	30

PLAY A LEAGUE GAME

PLAY A SEASON	31
An Introduction to Baseball Simulations	31
Featured Games	31
Standard Games.	31
Compiling Simulated Statistics.	31
Injuries and Fatigue	32
Part Time Players in League Play	32

THE LEAGUE MENU

League	33
Load Baseball Universe	33
Create Baseball Universe	34
Leave The Universe Empty	34
Copy League Setup & Team From.	34
Edit Baseball Universe	34
Add Teams.	34
Current Universe	35
Source Universe.	35
Select New Source.	35
Divisional Alignment	35

THE SEASON MENU

Play League Games	36
Start New Season	37

Team Schedule & Selecting Featured Games	38
League Schedule & Selecting Featured Games	38
Standings	38
Statistical Leaders.	39
Games of Note.	40
All Star Matchup.	41

THE MANAGER MENU

Manager.	41
Player Roster	41
How Teams Are Structured	42
The Default Rosters	42
Reserve List Management	42
Starting Defense.	43
Batting Order	43
Pitching Staff	44
Pitching Rotation	44
Starters.	44
Long Relief.	45
Setup	45
Closer.	45
Manager Profile	45
Managerial Categories.	46
Trades.	48

THE UTILITIES MENU

Create Team.	49
Edit Team Names	49
Edit Team Colors.	50
Edit Player Stats.	50
Instructions for Using the “Delete Player” Function	51
Changing Stats & Ratings	51
Assign Stadiums	51

IMPORT STATISTICS 52

Tony La Russa Baseball II	52
Stats, Inc.	52

THE GM CHALLENGE 52

GM Options Menu	53
GM Setup	53
Scouting Emphasis.	53
Call Up Minors.	54
GM Review.	54
Year in Review	54
Awards	54

FANTASY DRAFT

Draft Rules	55
Team Pool	56
Restart Draft	56
Reset General Managers.	57
The Draft Menu	57
Draft Day	57
Sorting the Draft List	58
Team General Manager	58
General Manager Profile.	59

THE SPECIAL MENU

Defense	60
Line Score	60
Box Score	60
Games Today	60
Replay.	60

THE HELP MENU	61
APPENDICES.....	61
MAKING A BOOT DISK	61
PLAYER RATINGS.....	62
Streak Rating	62
Day - Night Rating	63
GLOSSARY OF ABBREVIATIONS	63
CREDITS.....	64
WE WANT TO HEAR YOUR COMMENTS.....	65
WARRANTY INFORMATION.....	65

INTRODUCTION

Walk through the door of Tony La Russa's office and you are transported back through thirty years of a life in baseball. On one side are green-painted wooden stadium seats, saved from the wrecker's ball at old Comiskey Park. The walls are covered with the familiar photos of pennant-winning Oakland and Chicago teams from years gone by.

Tony leans back in his chair, looking at the computer screen as the pitcher winds up and fires a strike across the outside corner. All sense of the anti-septic, modern clubhouse has been lost as we fall into a discussion of how to use – and protect – the bullpen. This is the old-time, sunny-day, natural grass game of baseball.

You'll sometimes hear people refer to Tony La Russa as a computer-oriented manager. Don't believe it. Tony and his coaches plan their strategy before each game with binders full of detailed notes, a single page of stats (yes, one page), and an amazing gut-level instinct for the game of baseball. Ours is the only computer in the office, and the machine now sits in its accustomed spot, balanced gingerly on the seat of a chair.

We've been working with Tony for four years now, and we learned long ago

that the only questions with simple answers are the ones serious fans didn't need to ask. His explanations always have multiple parts, and always start with an "If..."

"If I had a great closer on the team, then I'd..."

"If a team's rotation has a hard time getting to the seventh inning, it changes the whole strategy..."

"Depending on what the schedule's like over the next month..."

Try clicking on the TONY'S TIPS button on the Main Menu and you'll get a feel for what it's like to sit in on these game design sessions.

We write it all down, already picturing how the program has to change to reflect all of Tony's "if's." This is no surprise — in fact, it's the most exciting part of the process, making this most human of all games run properly on something so inhuman as a computer.

We hope that the fun and excitement are there for you, too, when you play Tony La Russa Baseball 3.

-Don Daglow
President
Stormfront Studios, Inc.

GETTING STARTED

Hint: Consult the Features Intro (on the Main Menu) for a brief description of each menu option. This will give you a fast, comprehensive overview of the game.

What Comes with the Game?

Along with this manual, your game box should contain the CD and a reference card. Install the game onto your computer by following the instructions on the reference card.

If you're new to Tony La Russa Baseball 3, we recommend that you read the entire Getting Started section before you begin play. If you're already familiar with the Tony La Russa Baseball line, you might need to use this book only as a reference to the new functions and features.

The On-Line Help

If you have difficulty understanding any screen in the game, press the F10 key at the top of your keyboard and you'll see an appropriate help screen. The on-line help can also be accessed from the Help Menu on the right side of the Menu Bar.

Highlighting, Clicking and Dragging

The mouse is used to travel through the menus and interface screens.

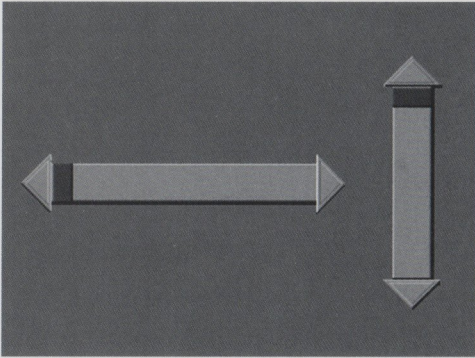
Click the left mouse button to highlight an item or make a selection.

Hint: On screens that display player names and statistics, you can position the upper corner of the cursor next to a player name and click the right mouse button to see the player information window, which contains the player's stats and photo. Most screens that contain player names offer the player information window.

Often you'll need to drag a player from one list to another in order to make a change to a team, roster, lineup, rotation, etc. To drag a name from one list to another or move it within a list, click on the player name with the left mouse button and keep the button pressed down, then drag the name to the place you want it on the other list. Release the mouse button to deposit the name in its new position.

In some cases you'll be adding the name to the list, and in others you'll be replacing another name already on the list. When replacing a name, make sure you place the name you're dragging directly over the name you're replacing before you release the mouse button. The name you replace will "swap" positions with the name you're dropping off (unless you're replacing the current pitcher in a game, etc., who disappears "into the locker room.")

Scroll Bars



When a list contains more names than there are lines in the box where those names appear, a scroll bar is provided to allow you to move the list up and down.

To slowly scroll through the list at an even rate, click on one of the arrows at the top or bottom of the scroll bar. The scroll bar indicator shows your position in the list.

To page through the list, click inside the scroll bar. Some lists contain hundreds of names. To make big jump in such a list, click and drag the scroll bar indicator.

The Function Keys: F1, F2, etc.

On many screens and windows, statistical information is available at the touch of a function key, usually located at the top of your keyboard. The Function Key commands listed below are also available on the OPT (Options) menu on the right side of the Menu Bar:

F1: Displays the player information window for the current batter during an Action Game.

F2: (In Regular Game) On lists where player names and statistics appear, this key switches the display to show actual Historical Stats. (Compare to F3 below).

F2: (In GM Challenge) On lists where player names and statistics appear, this key switches the display to show the prior fictional year's simulated stats.

F3: On lists where player names and statistics appear, this key switches the display to show Simulated Stats. Simulated stats are the results for the season played on the computer.

F4: On lists where player names and statistics appear, this key switches the display to show Career Stats. For more about Career Stats, see the GM CHALLENGE section of this manual.

F5: On many statistics screens, this key brings up the print command box, from which you can print the screen as text. You can print to the printer or to a file. (Not available on all stats screens.)

F6: On screens that show data for one team at a time (such as those in the Manager Menu), brings up the Choose Team menu. In the GM Challenge,

teams shown in red letters on the Choose Team menu are managed by human general managers.

F7: Toggles the menu music on/off.

F10: Displays the Help text.

HOW TO SELECT MENU ITEMS

Keyboard Controls

Press [Esc] to pull down the Main Menu, then use the up/down arrow keys to highlight menu items. Use the left/right arrow keys to pull down adjacent menus.

To select a highlighted item, press [Enter] ([Return] on some keyboards).

Joystick Controls

Only the keyboard or mouse can be used to make all menu selections. You can use the joystick only within the Action Game screen to play the game or to make selections from the Pitcher and Batter menus.

See "Play Ball" on page 19 for how to use these menus.

Mouse Controls

Move the "home plate" cursor with the mouse to highlight options, and click the left mouse button to make selections.

Hint: While playing the Action Game, moving the mouse cursor to the top of the screen displays the Menu Bar.

Head-to-Head Competition

If two people are playing the game against each other and both wish to control their players directly, the game works best with two joysticks, or with one player using the keyboard and the other player using a joystick or mouse.

If either of the human players chooses the Manage Only option, both players may use any combination of keyboard, mouse or joystick without difficulty.

Moving to Different Screens

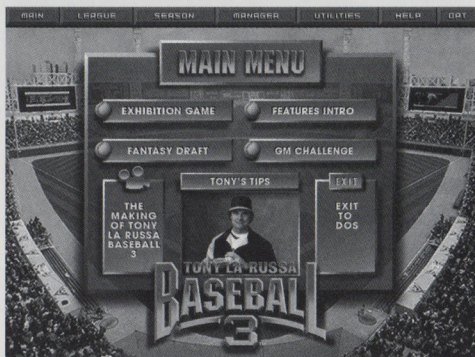
At the bottom of many screens there are buttons that transfer you to another screen or menu. Click on these buttons with the mouse to activate them.

Saving Changes and the Restore Button

Any changes made on a screen are automatically saved when you exit. When a DONE button appears on the screen, clicking on it saves your changes and takes you to the previous menu. *When a RESTORE button appears, clicking on it undoes any unsaved changes made on the current screen; it does not restore changes made on a previous visit to the screen.*

If you change your mind while making changes, make sure to press the **RESTORE** button before pressing any other button.

The Main Menu



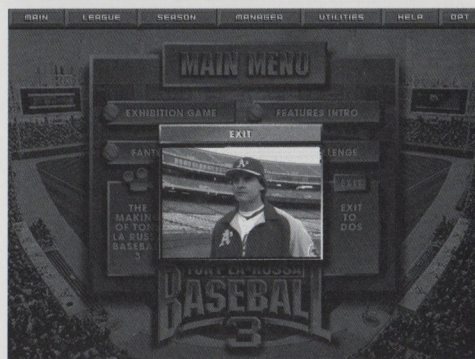
Important Note: When you are playing the standard baseball simulation in Tony La Russa Baseball 3, the menu bar will be green. When you are playing the fantasy mode GM Challenge, where simulation gives way to speculation, the menu bar will be blue.

The Main Menu at the center of the screen offers two items not found on its Menu Bar counterpart: “The Making of Tony La Russa Baseball 3” and “Tony’s Tips.” Both of these selections offer multimedia presentations.

The Making of Tony La Russa Baseball 3

Click on the camera icon for a glimpse of the people and technology responsible for creating this game. The presentation runs for slightly less than ten minutes.

Tony’s Tips



Tony La Russa has held regular meetings with our development team for the last four years, discussing baseball strategy. Thanks to the power of CD-ROM, you can see Tony discuss his vision of being a manager, and the insights he offers are useful in everything from playing this game to managing an amateur baseball team.

When you select Tony’s Tips you’ll see a list of specific baseball topics. Click on the topic of your choice for a short interview with Tony on that subject.

THE MENU BAR

The Menu Bar runs along the top of the screen and contains seven menus used for moving through all the options and features found in the game. The Fantasy Draft and GM Challenge sections of the game have their own Menu Bars, which are described in the appropriate sections of this manual.

Hint: While playing the Action Game, moving the mouse cursor to the top of the screen displays the Menu Bar.

Main

This Menu Bar option offers the same choices found on the Main Menu, along with additional options like LOAD SAVED GAME.

PLAY AN EXHIBITION GAME

You'll probably want to get started right away with an Exhibition Game so you can see how the Action Game works. An Exhibition Game does not add to team or player stats, nor are the results recorded unless you decide to save the box score.

Select Teams

When you select Exhibition Game, the computer displays a list of all the teams in both leagues, broken down by division. Click on two teams, first the visitor and then the home team, to begin the game.

Game Configuration



Here you configure the program to adapt it to your computer for maximum performance and select the play-by-play announcer.

The program will automatically analyze your computer and display the optimum settings for the game, but you can alter these selections so long as your computer has sufficient RAM to do so. Any setting you change will remain changed until you again select RECOMMEND if your new choices make the game too slow.

You cannot change the computer configuration once you've begun a game until that game is completed.

The options for viewing the game are:

Manager View gives a wide-angle perspective of the field (as seen from high in the press box) when the ball is hit, so that you can see the whole field at once.

Close-Up View gives a tighter shot on the part of the field where the ball is hit, and is more useful for games in which you want to control all the action.

320 x 200 Closeup uses a lower resolution display (as opposed to the standard SVGA 640 x 480 display) so the graphics will not appear as crisp, but the action will always be fast. Use

this setting for slower computers. The animations settings allow you to eliminate some of the non-essential animations in the event that your computer is running slowly. Choose MINIMUM to get the greatest speed.

Announcers

You can select:

Hall of Famer Mel Allen. The voice of the Yankees during the glory years from 1939–64, he has been the announcer for the weekly TV program *This Week in Baseball* since its launch in 1977. Allen and the late Red Barber were the first announcers inducted into the Hall of Fame.

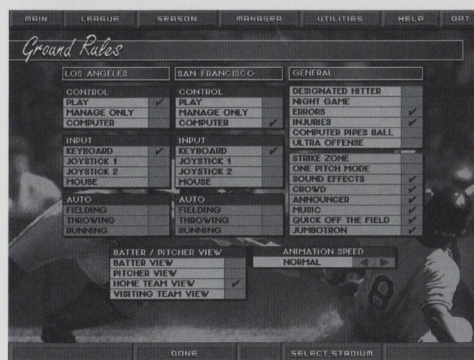
Hank Greenwald has served as the play-by-play voice of both the Giants and the Yankees during his distinguished career. He was the first “Free Agent” announcer, hired away from the Giants by George Steinbrenner and the Yankees; he returned to San Francisco two years later.

Lon Simmons has spent over 35 years as a play-by-play announcer for the A’s and the Giants. Along with the late Russ Hodges, Simmons called the action for the Giants throughout the Willie Mays era in San Francisco (1958–72). He later moved to the A’s, where he has been a fixture with the pennant-winning Tony La Russa teams of the late 80’s and early 90’s.

Together, these three great announcers represent over fifty years of broadcast history — almost the entire span of baseball broadcasts on radio. We are proud to be associated with them, and encourage you to try listening to them all.

You cannot change announcers once you begin a game.

The Ground Rules Menu



This menu offers a wide variety of game play options, most of which can be changed during the game.

Each team has its own individual play settings, and there is a list of general settings that apply to both teams. The team on the left is the Home Team.

To select a setting, simply click on the box next to the setting to place a check mark there.

CONTROL OPTIONS

All of these choices can be changed whenever you wish during a game.

Play

When you check Play, you (or your human opponent) are responsible for controlling the action with your input device and for making all the managerial decisions.

Hint: With Play checked, the Fielding, Throwing and Running options in the Auto box become active; these allow you to tell the computer to control those parts of game play for your team. By using these “auto” functions while you first learn the game, you can take a step-by-step approach to mastering each part of game play.

Manage Only

If you want to manage your team but don't want to control the players in the Action Game, choose this setting. As the manager, you can use the Menu Bar at the top of the screen at any time to make strategy decisions. You can also use the Batter and Pitcher pop-up menus to give instructions to your team; they will appear for a few moments before each pitch. Be sure to select mouse or keyboard control.

Computer

Use this option to play against the computer. If you choose this option for both teams, you can sit back and watch the action as a spectator.

See “Manager Profile” on page 45 for instructions on how to customize the manager for a computer-controlled team.

AUTO CONTROL OPTIONS

These settings apply only when the team is set to “Play” control. Check one or more of these boxes to assign the specific function to computer control.

Fielding

When this setting is checked, the computer automatically moves your fielder(s) to the ball, but when the fielder grabs the ball he does not throw it. (See THROWING below).

Hint: Use this option until you've learned the other parts of the game, since fielding can be tricky, especially when it's a windy day.

Throwing

When this setting is checked, the fielder with the ball automatically throws it to the proper base.

Note that the Manager Profile contains settings that might influence the computer's decision on elements (such as the infield depth) that change the “proper” base. For example, in a bases-loaded, no outs situation, the computer might have the infield back for a double play or playing in for the play at the plate, depending upon the Manager Profile.

Running

When this setting is checked, the computer controls your base runners, telling them when to run, when to hold, and how big a lead to take. You control only the lead runner at any time; trailing runners are always controlled by the computer.

The Manager Profile contains settings that influence the computer's aggressiveness on the basepaths.

When Auto Running is selected, steals and Squeeze plays are not executed by the computer; these plays are called only on your command.

INPUT SELECTIONS

For instructions on how to use each of these input devices, see Play Ball! on page 19.

Keyboard

This assigns the team to keyboard control.

Joystick

This assigns the team to joystick control.

Mouse

The mouse interface is available only if you choose Manage Only as the style of play. This assigns the team to mouse control. In two-player games, the other player can use the keyboard or (preferably) a joystick.

GENERAL (GROUND RULES)

The General section of the Ground Rules contains settings that apply to both teams.

Designated Hitter

Exhibition Games allow you to select the Designated Hitter (DH) option. This setting cannot be changed once you begin the game.

The DH option for League Games is determined at the beginning of the season, and cannot be selected here. Post-season games follow the convention of the home team's league.

Night Game

Check this to designate an Exhibition Game as a night game. (League Games are automatically listed as day or night games based on the schedule.) Once you begin a game this setting cannot be changed.

Remember that by looking at a player's day-night rating (see table on page 62) you can determine whether he does better in the day or under artificial lights.

Errors

When you check this option, players on both teams can make errors. Leave this option unchecked in two-player action games when you want the outcome of each play to be determined only by the reflexes of the two people.

Remember that an error will appear in the box score only if a runner advances on the play and no out is made; a player's bobble that costs his team nothing will trigger a musical tone, but will not be formally counted as an error.

Injuries

When this option is checked, players are subject to injury. When a player is injured, he must be replaced. A player's vulnerability to injury is determined by his performance during the historical season being simulated.

Computer Pipes Ball

Check this to instruct the computer to pitch the ball "down the pipe." Note, however, that pitchers with poor control might still throw balls when they're trying to throw it down the pipe!

Hint: When you're learning how to time your swing, use this setting to make the game easier to play.

One Pitch Mode

When neither team is set to "Play," you can select this mode to speed up the game. The computer shows only the "payoff pitch" for each batter, the one on which he strikes out, fouls out, walks, or puts the ball in play.

Sound Effects

Turns the digitized sound effects On and Off.

Crowd

Turns the digitized crowd sound On and Off.

Announcer

Turns the digitized play-by-play announcer voice On and Off.

Music

Turns the menu background music On and Off.

Quick Off The Field

Check this to watch the animations of the players running on and off the field between innings, and to see each batter walk up to the plate.

Ultra Offense

Check this to play an action game with "extra offense" if you want lots of hits and runs to liven things up.

Strike Zone

When playing an action game in which one or both teams are controlled by a human player, this option displays an outline of the strike zone over the plate to make batting and pitch location easier.

After each pitch is thrown, cross-hairs on the display will indicate its location as it crossed the plate.

Jumbovision

Check this to turn on the scoreboard animations that play after home runs, stolen bases, etc.

Animation Speed

The animation speed ranges from a low rating of 5 to a high rating of 30. Use the slide bar to change the settings if the animations don't look natural on your computer.

On slower machines, the difference from one setting to another might not be discernible.

Batter/Pitcher View

The Batter View setting keeps the camera behind the batters box to display each pitch.

The Pitcher View keeps the camera behind the pitcher looking towards the plate.

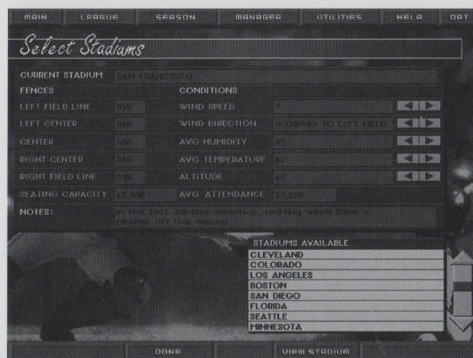
Home Team View

The Home Team View alternates the camera position so that it's behind the pitcher when the home team is on the field, and behind the batter when the home team is at bat.

Visiting Team View

The Visiting Team View alternates the camera position so that it's behind the pitcher when the visiting team is on the field, and behind the batter when the visiting team is at bat.

SELECT STADIUM

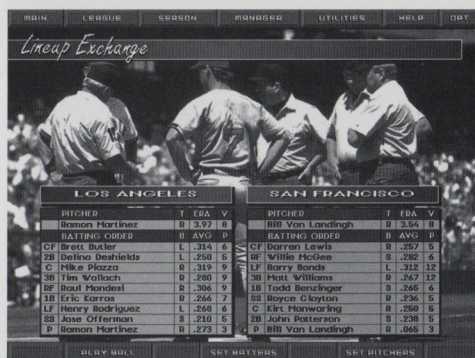


The game automatically defaults to the home team's park. For Exhibition Games you can select any of the 28 stadiums before you begin the game. Use Select Stadium to pick a stadium. During Exhibition Games you can change stadiums once the game begins.

If you're not familiar with a stadium, take advantage of the View Stadium feature. Use the cursor to move around the ballpark.

After you select a stadium, you can adjust the wind and the atmospheric conditions. The ball carries farther when at higher altitude, in warmer air, and in less humidity.

LINEUP EXCHANGE



The Lineup Exchange screen displays the starting lineups for the Los Angeles Dodgers and the San Francisco Giants. At the top, a menu bar includes: MAIN, LINEUP, SEASON, MANAGER, UTILITIES, HELP, and DRT. The title 'Lineup Exchange' is prominently displayed. Below the title, a photograph shows several players in uniform. The lineups are presented in two columns, one for each team, with player names, positions, and statistics listed.

LOS ANGELES				SAN FRANCISCO			
PITCHER	T	ERA	V	PITCHER	T	ERA	V
Damon Martinez	R	3.32	8	Bill Van Landingham	R	3.26	13
BATTING ORDER				BATTING ORDER			
B	AVG	P		B	AVG	P	
CF Brett Butler	L	.314	6	CF Darren Lewis	R	.257	5
2B Delino DeShields	L	.250	6	2B Willie McKeen	R	.282	6
C Mike Piazza	R	.319	9	LF Barry Bonds	L	.312	12
3B Tim Lincecum	R	.280	9	3B Matt Williams	R	.267	12
RF Raul Mondesi	R	.306	9	1B Todd Beardsley	R	.266	6
1B Eric Korman	R	.266	7	SS Rayson Clayton	R	.236	5
LF Henry Rodriguez	L	.268	6	C Eric Howard	R	.280	6
SS Jose Offerman	R	.210	5	3B John Patterson	R	.238	5
P Damon Martinez	R	.273	3	P Bill Van Landingham	R	.065	3

At the bottom of the screen, there are three buttons: 'PLAY BALL', 'SET BATTERS', and 'SET PITCHERS'.

Before you take the field, the managers submit their lineups to the umpires at home plate.

Point to a name and click the right mouse button to see the Player Information Window (described below) for any player.

SET BATTERS: Takes you to the Starting Defense screen, where you can change the starters.

BATTING ORDER: Accessible from the Starting Defense screen, allows you to change the batting order and select the key pinch hitter. Note that you can make defensive changes on this screen as well.

DU, which stands for "Days Unavailable," indicates players who are unavailable for League games due to injuries or (for pitchers) the need for rest. All players are available for Exhibition Games.

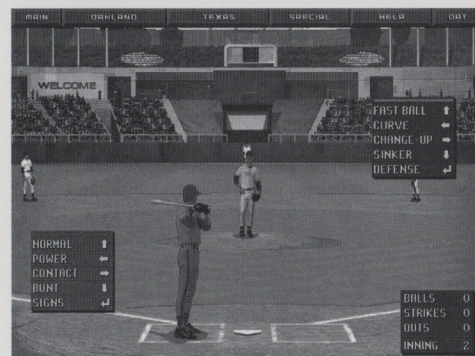
SET PITCHERS: Takes you to the Today's Starter screen, where you can select a different starter and change relief pitcher assignments.

PLAY BALL!

During play, there are two main views. The Pitcher/Batter View and the Field View. The Pitcher/Batter View is where you begin each at bat. If the batter makes contact, the screen automatically switches to the Field View to follow the ball.

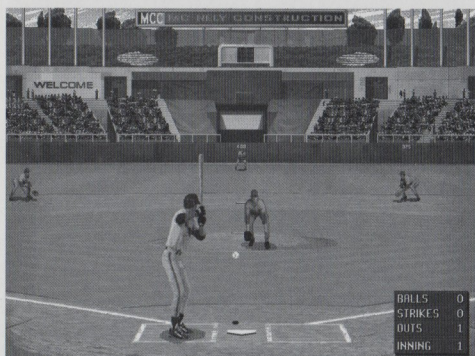
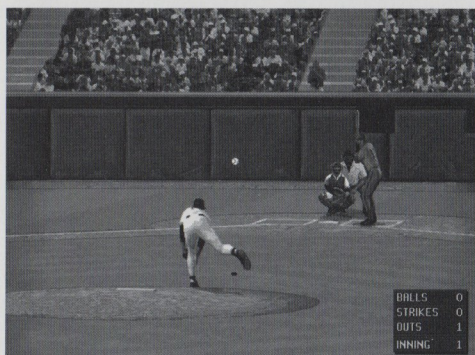
Hint: To check out any player at any time during a game, select Lineup Card from either of the two team menus. Point to a player with the cursor and click the right mouse button, and you'll see a complete listing of his stats.

MENU BAR



At the top of the screen is a Menu Bar that appears when you move the mouse cursor to the top of the screen or when you press ESC.

PITCHER/BATTER VIEW



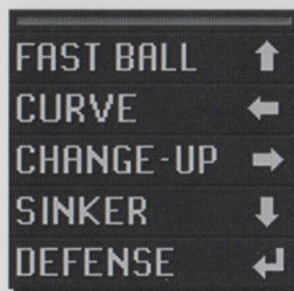
The Pitcher/Batter view shows the count, the number of outs and the inning in the bottom right corner. The scoreboard and the current pitcher's name appear at the beginning of every half inning. Before each batter appears, his name is displayed on the screen

Before each pitch, the pitch selection and swing selection windows appear. The pitcher won't pitch the ball until the batter has chosen his swing.

In addition to the pitch and swing selections, the pop-up windows offer basic offensive and defensive commands: SIGNS if you're batting and DEFENSE if you're pitching. Additional managerial options are available on the menus at the top of the screen.

PITCHING

Pitch Type



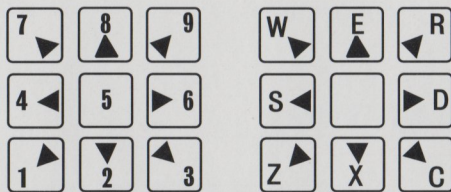
Each pitcher has four pitches. All pitchers have a fastball, a curve and a changeup. The fourth pitch can be a slider, knuckleball, sinker, split finger, etc. depending on what that pitcher really throws.

The four arrows on the pop-up menu select the four pitches. Use the arrow keys or joystick to select the one you wish to throw. The [Return] key brings up the strategy pop-up window.

PITCH LOCATION

When the pitcher is in his set position after you have chosen a pitch type, you can select the location of the pitch. There are nine pitch location keys, the arrow keys on the keypad (except the 5-key, which is not active) and [Enter] or [Return].

To choose an area for your pitch (you'll fine-tune its location in a moment), press the appropriate arrow key, including the 1, 3, 5 and 7 keys for high and inside, low and outside, etc. If you want to throw the pitch straight over the plate, press [Enter] or [Return]. As soon as you select the area for the pitch location, the pitcher begins his windup. Alpha keys are used for 2-person gameplay. The <SPACEBAR> is used to initiate the action of the pitch/throw.



If you're using a joystick, move the joystick handle in the desired strike zone area and press the button.

Forward is High, Back is Low, Left is Left side of the plate, Right is right side of the plate. Diagonal positions tell the pitcher to throw high and inside, etc.

Pressing the arrow key (or pushing the joystick handle briefly) tells the pitcher to aim for the corner of the plate. The more times you press an arrow key or the farther you push the joystick, the farther the pitch will move in that direction.

The pitcher's control is all-important when it comes to where the pitch will actually go. A pitcher with 50 walks in 150 innings is far more accurate than a pitcher with 120 walks in 150 innings.

Consult the Player Information Window for the player's control rating. Remember that a pitcher's control diminishes as he begins to tire.

Pickoff

To attempt a pickoff, press and hold the joystick button or press and hold [Return] or [Spacebar] (depending on which side of the keyboard you're using).

It isn't easy to pick off a computer-controlled runner, but it can be done.

DEFENSE



The Defense option on the Pitcher's pop-up window offers the following choices:

Hold Runner/Play off Bag

"Hold Runner" orders the first baseman to hold the runner at first base. If you're not worried about the runner stealing second or getting a big jump, tell the first baseman to return to his normal position by choosing "Play off Bag."

Pitch Around

When you're in Manage Only mode, this instructs the pitcher to try to stay away from the middle of the plate so the batter won't get any pitches he can drive. Of course, if his control is poor he may still throw one down the pipe.

Pitchout

This instructs the pitcher to throw the ball high and outside, so it will be

easier for the catcher to throw out a potential base thief. Managers call pitchouts if they think a runner will try to steal on the next pitch.

Intentional Walk

This grants the batter a walk.

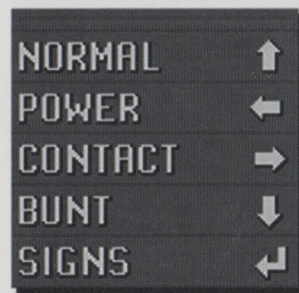
Normal

If you change your mind, this cancels any other selection and returns you to the pitch selection window.

Hints: Against human opponents, you might want to go to this menu and simply choose NORMAL, to make the other manager think you are up to something.

In two player games, clicking the right mouse button on the Defense menu returns you to the Pitch Selection window without having activated a command. This can also confuse your opponent.

BATTING



The Batting window offers four batting options and a secondary pop-up window for managerial decisions.

The pitcher will not deliver the pitch until you have selected a swing. To swing the bat, press [Spacebar] or [Return], or the joystick button.

Hint: While learning the game, if you're having trouble hitting the ball, select Contact. Watch the ball's shadow, and swing before it actually gets to the plate so the batter has time to get his bat into the hitting zone.

Normal

This is the standard swing. It routinely produces everything from weak grounders to massive home runs, depending upon the hitter, the pitch, etc.

Power

This calls for a tremendous cut at the ball. Like a real slugger going for the fences in the bottom of the ninth, it increases both your power and the chance you'll swing and miss or ground out weakly.

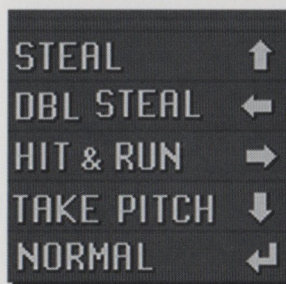
Contact

This tells the batter to choke up and just get wood on the ball. Real players often do this when the pitcher has two strikes on them.

Bunt

This directs the batter to bunt.

SIGNS



This selection accesses the Manager pop-up menu that offers the following choices:

Steal

This directs the lead runner to steal on the next pitch, unless that runner is on third base. Use the Squeeze option to send in the runner on third.

Double Steal

If there are runners on both first and second, this directs both runners to steal on the next pitch.

Squeeze

If there is a runner on third, this option appears in place of Double Steal. It directs the runner on third to break for home on the next pitch so you can bunt and let him score.

If you are controlling the batter, you must still select BUNT to execute the squeeze play; if the computer controls the batter, it will bunt automatically.

Hit and Run

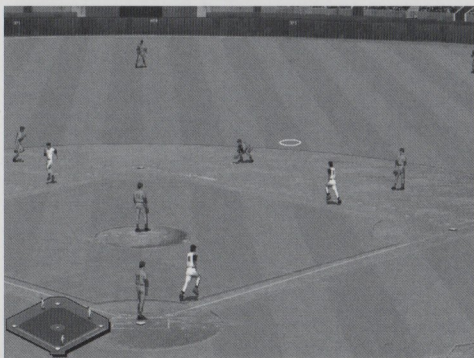
This directs all the runners to take off on the next pitch. If you are controlling the batter, you must still swing the bat to execute the Hit and Run; if the computer controls the batter, he swings automatically. A Hit And Run becomes a steal (or double steal) if you do not swing.

Take Pitch

Useful in Manager mode, this directs the computer-controlled batter not to swing at a pitch. Use this to give a fast runner time to steal second, or to earn a walk from a tired pitcher.

BASERUNNING

.....



Hint: When first learning the game, use the "auto baserunning" selection on

the Ground Rules Screen to have the computer help you. When you're ready, read this portion of the manual to learn how to run.

Controlling the Runner

The batter automatically runs to first when the ball is hit; you must tell him if you want him to go for extra bases.

Use the arrow keys or joystick to move the lead runner; all other runners will follow under computer control if it is safe to do so.

Pressing the right arrow (or moving the joystick to the right) always advances the runner. The left input always sends the runner back.

Taking a Lead

After the Batter and Pitcher menus disappear, and while the pitcher is in his set position, you can direct the lead runner to lead off. Move the lead runner up the basepath with the arrow keys or the joystick in the same way that you would make him run. If you take too long a lead, you run the risk of getting picked off.

Sliding

To slide into second, third, or home, press the Joystick button or the [Return] key as your runner approaches the base. You can slide back into a base if you decide not to take the runner forward. As in real

baseball, once you start a slide it cannot be reversed.

FIELDING

Hint: When first leaning the game, use the "auto fielding" and "auto throwing" selections on the Ground Rules Screen to have the computer help you. When you're ready, read this portion of the manual to learn how to field.

When the ball is hit, the Field View appears. At the bottom left corner of the screen is the Infield Window, which shows the positions of all the base runners at a glance.

The computer automatically selects the fielder with the best chance of making the play and places him under your control. If the ball gets past that fielder, the computer may select another player. For example, when the ball gets by the shortstop, the left fielder is activated.

If the selected fielder is off the screen, the computer controls him until the screen scrolls to place him on the screen. For example, on a line drive to right field, the right fielder begins moving toward the ball while the screen is scrolling until the right fielder actually appears on the screen. As soon as he appears, you take control.

Use the joystick or the arrow keys to control the selected fielder.

Once the ball touches the fielder, he catches it unless he makes an error, in which case you will hear a musical tone and the ball will skip by him.

To run with the ball (to force a runner to retreat back towards first, for example), move the joystick or use the arrow keys.

Diving and Jumping

To direct the fielder to dive or jump for the ball, press the joystick button, [Return], or the [Spacebar].

Catching Fly Balls



When the ball is hit in the air, a circle appears on the field in the area where the fielder should stand in order to catch it. The larger the circle, the higher the ball is in the air, and the more time you have before it lands. To catch the ball, move the fielder into

the center of the circle before the ball lands.

Note that the cursor doesn't mark where the ball will land, but where the fielder should stand. If the circle is on the outfield wall, the fielder would have to be standing on the wall to catch it, and unless the wind knocks it down it's going to be a home run. Jumping can help reach balls that are barely within reach.

Some line drives will be caught by players standing far from the circle, since the ball is flying only a few feet above the ground.

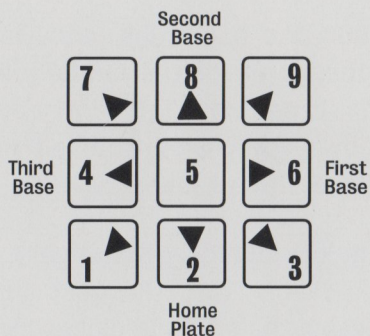
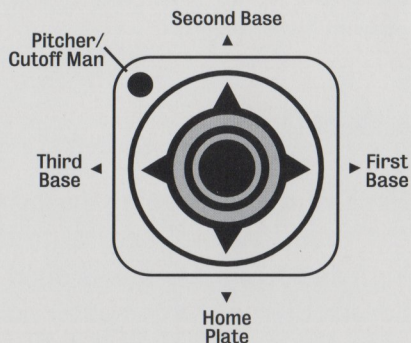
The Wind

When the wind is blowing, the circle on the field may shift as the wind moves the ball. Try to watch the direction in which the circle moves to anticipate where the ball will fall.

Balls hit down the lines will also tend to hook or slice, since they often have extra spin.

Throwing the Ball

Once the fielder has the ball, you can throw it. Select the base where you want to throw the ball by pressing an arrow key or moving the joystick. To throw the ball, press [Return] or the joystick button.



If you throw the ball without moving the fielder or selecting a base, the outfielder will throw to the cutoff man. Infielders throw the ball to the pitcher.

THE TEAM MENUS

Each team has its own menu during the game to allow the human manager to make strategic decisions. The Lineup Screen is the only Team Menu option available for any team that is computer-controlled.

DEFENSE

The following options are available when you have selected Play or Manage Only on the Ground Rules menu:

Pitching Coach

PITCHING COACH

PITCHING COACH SAYS ...

"HE LOOKS FINE TO ME."

PAT HENTGEN

IP	H	ER	BB	SO	PIT	TOT
3	0	0	0	0	0	3

NOW PITCHING

T	IP	H	ERA	SO	BB	END	CLUTCH
R	34.5	100	3.40	147	59	7	

WARMING UP

T	IP	H	ERA	SO	BB	END	STATUS

NEXT BATTERS

B	AB	AVG	ORA	SA	HR	SB	CLUTCH	
DAVID JUSTICE	L	302	.313	.406	.631	19	2	6
MARK LEFKE	R	250	.294	.363	.363	3	0	7

DONE

The pitching coach offers his appraisal of the current pitcher's condition, along with his pitch count and stats.

Below the Now Pitching line are the names and stats of any pitchers warming up, and whether they are cold, warm or tired. You cannot replace the current pitcher using this screen. Use the Bullpen Screen to do so.

The next two batters in the opposing lineup, along with their stats, are also displayed on this screen.

Bullpen

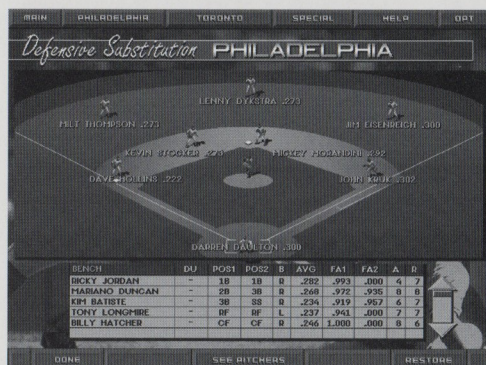
Bullpen TORONTO												
NOW PITCHING												
TIM LINCECUM												
WARMING UP												
AVAILABLE BULLPEN												
DARREN HALL												
TIM LINCECUM												
WOODY WILLIAMS												
BOOTH BROW												
GREG CADARET												
NOW PITCHING												
WARMING UP												
WARMING UP												

This screen allows you to replace the current pitcher or warm up as many as two pitchers. The condition of the current pitcher is listed at the bottom of the screen. You might want to consult the Pitching Coach for additional guidance.

Never replace the current pitcher without warming up the reliever, since a pitcher who goes in cold is ineffective and vulnerable to injury.

Once you leave this screen after making a pitching substitution, the decision cannot be reversed.

Defensive Substitution



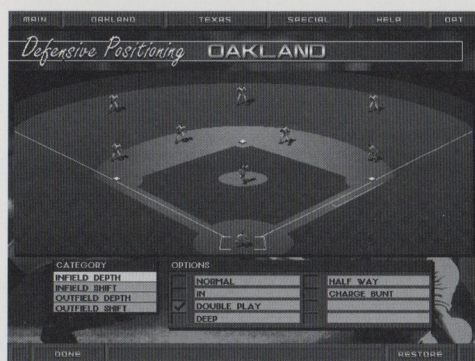
This screen allows you to replace players in the field. The defensive players' names appear on the field at their respective positions. At the bottom of the screen is a list of all the bench players, along with their stats.

To scroll through the entire list of bench players, click on the scroll bar arrow at the lower right.

To make a defensive substitution, click and drag a bench player to the position you want him to play. You can also swap players in different positions on the field, such as reversing the left and right fielders.

Once you leave this screen after making a substitution in which a player leaves the game, the decision cannot be reversed.

Positioning



This screen allows you to reset the defense in a variety of ways. At the beginning of each pitch, depending on the base runners, the game score, the number of outs, and the Manager Profile, the computer will select a defensive alignment. You'll see the computer's recommended alignment on the screen.

Most of the selections apply only for the current batter, and revert as soon as a new batter steps up to the plate. Once you choose them, the two "Guard Lines" selections remain active throughout the entire game, unless you change them.

If there is a runner on first and less than two outs, the computer automatically plays the infield back for the double play. You can override this setting if you wish.

Double Switch

MAIN	OAKLAND	TEXAS	SPECIAL	HELP	OUT
<i>Double Switch</i> OAKLAND					
CURRENT PITCHER					
STEVE CHITWOOD					
T IP ERA W-L SV K BB END					
0 115.1 2.65 6-4 0 56 26 8					
BATTING ORDER					
POS B AVG HB BB FA					
1 RICKY HENDERSON 1F 0 .260 6 22 .977					
2 TERRY STEINBACH C 0 .285 11 2 .999					
3 BRYAN BEEBA RF 3 .268 23 0 .940					
4 MARK MCQUIVE 3B 1 .266 15 2 .994					
5 STAN JAVIER CF 3 .272 10 24 .986					
6 BRENT GATES 2B 0 .283 2 3 .974					
7 SCOTT BROSBUS 3B 0 .238 14 2 .866					
8 MIKE BORDICK 3B 0 .253 2 7 .974					
9 STEVE CHITWOOD P 0 .000 0 0 1.000					
BENCH					
POS B AVG					
JUNIOR NOBIA 2B 0 .326					
MIKE ALDRETE 1F 1 .242					
SCOTT KENFORD C 0 .222					
ORLANDO PACHECO 3B 0 .143					
ERIC FOX CF 0 .205					
BULLPEN					
T IP ERA					
DENNIS ECKERSLEY 0 4.26 1					
JOHN BRISCOE 0 4.01 2					
BILLY TAYLOR 0 3.50 3					
MARK ACHE 0 3.41 1					
VINCE HOSHMAN 1 4.91 1					
EDWIN HUNEZ 0 12.00 1					
REPLACE A PLAYER IN THE BATTING ORDER WITH A NEW PITCHER. THE NEW PITCHER WILL BAT IN THAT PLAYER'S SPOT IN THE ORDER.					
DONE RESTORE					

This screen allows the pitching team to put in a relief pitcher and make a defensive substitution at the same time to arrange the batting order in the optimal way.

The new pitcher takes the batting order position of the player removed from the field, and the new defensive player takes the pitcher's spot in the batting order.

Instructions appear at the bottom of the screen to guide you.

Lineup Card

The Lineup card displays the lineup and bench for a team along with their primary statistics. Point the cursor to any player's name and press the right mouse button to see his stats.

Manager Profile

MAIN	LEAGUE	SEASON	MANAGER	UTILITIES	HELP	OUT
<i>Manager Profile</i> BOSTON						
SPEED POWER						
FAVOR SPEED (OUTLINE) OR POWER (HIT) WHEN SELECTING A HITTING LINE-UP.						
DEFENSE HITTER						
FAVOR A LIGHT DEFENSE OR PROTECT OFFENSE WHEN SELECTING A HITTING LINE-UP.						
ENDURANCE ERA						
FAVOR A LOT OF HITTING OR MANAGING PERFORMANCE WHEN SELECTING HITTING LOCATION.						
LEAVE HIM IN YANK HIM						
HITTING LOCATION WHEN A PLAYER GETS IN TROUBLE.						
DONE RESTORE						

The Manager Profile screen is available when you are Playing or Managing. See page 45 for a description of the screen.

OFFENSE

The following options are available when you have selected Play or Manage Only on the Ground Rules menu:

Pinch Hitter

MAIN	BOSTON	SAN FRANCISCO	SPECIAL	HELP	OUT
<i>Pinch Hitter</i> SAN FRANCISCO					
NOW PITCHING					
DANNY JACKSON					
T IP ERA W-L SV K BB END					
1 179.1 3.26 14-6 0 129 46 9					
AT BAT					
DANNY JACKSON					
DU POS B AVG HB BB FA					
1 1F 0 .257 0 0 1.000					
BENCH					
DU POS B AVG HB BB FA					
JOHN PATTERSON 2B 0 .238 3 13 .979					
ERIK JOHNSON 2B 0 .154 0 0 1.000					
MARK LEONARD 1F 1 .364 0 0 1.000					
BREKIDT FANEYTE RF 0 .115 0 0 .900					
J. D. PHILLIPS 1B 1 .132 1 1 .999					
MIKE BENJAMIN 2B 0 .250 1 1 .960					
NOW PITCHING AT BAT					
DANNY JACKSON GOOD DANNY JACKSON					
DANNY JACKSON GOOD DANNY JACKSON					
DONE SEE PITCHERS RESTORE					

Here you can replace the batter with a pinch hitter. This screen provides information about the current pitcher, the batter, the on deck hitter, and the bench players.

When you pinch hit for a batter, the pinch hitter assumes his position in the field. If the pinch hitter is not ready to play that position, the game will warn you at the end of the inning so you can go to the Defensive Substitution Screen to put a different player there.

Pinch Runner

BASE RUNNERS	DU	POS	B	AVO	HD	SB	FA
DEON SANDERS	-	CF	B	.286	6	10	.585
DAVE GALLAGHER	-	1F	B	.224	2	0	.289
CHARLIE OYBEN	-	C	B	.243	8	0	.991
TONY TABARCO	-	1F	L	.273	0	0	1.000
RAFAEL BELLARDO	-	SS	R	.242	0	0	.596
RELL PECOTA	-	SS	B	.216	2	1	.974

BENCH	DU	POS	B	AVO	HD	SB	FA
DEON SANDERS	-	CF	L	.286	6	10	.585
DAVE GALLAGHER	-	1F	B	.224	2	0	.289
CHARLIE OYBEN	-	C	B	.243	8	0	.991
TONY TABARCO	-	1F	L	.273	0	0	1.000
RAFAEL BELLARDO	-	SS	R	.242	0	0	.596
RELL PECOTA	-	SS	B	.216	2	1	.974

ON 1ST BASE	ON 2ND BASE	ON 3RD BASE
[Ball Icon]	[Ball Icon]	KELLY

This screen enables you to pinch run for any or all baserunners. The screen shows the baserunners and a list of all the bench players.

When you pinch run for a player, the pinch runner assumes his position in the field and in the batting order. If the pinch runner is not ready to play that defensive position, the game will warn

you at the end of the inning so you can go to the Defensive Substitution Screen to put a different player there.

Bullpen

The Bullpen Screen is the same as that for the offense, as described on page 27.

Lineup Card

The Lineup card displays the lineup and bench for a team along with their primary statistics. Point the cursor to any player's name and press the right mouse button to see his stats.

Argue With Umpire

If you want to argue with the ump, say after a close play at the plate doesn't go your way, you can select this option and listen to a real umpire argue back. Hit [Return] to break off the argument.

If you keep arguing, you'll be thrown out of the game and the computer will take over your team. Of course, you can always use the Ground Rules Screen to reinstate yourself!

PLAY A LEAGUE GAME

League Games are played as part of a season. The instructions below apply to a single league game or an entire season of over 2,000 contests.

PLAY A SEASON

The Season menu is the central source of information and options to play a complete season of League Games. From here you can set up a new season, view special box scores, look at the standings, view league and team schedules, and play an All-Star matchup.

The following section provides basic information about baseball simulations. To go directly to the options offered in the Season Menu, turn to page 36.

An Introduction to Baseball Simulations

Tony La Russa Baseball 3 contains a sophisticated baseball simulation that can calculate the results of every pitch, every at bat and every wind-blown fly ball in thousands of games in minutes, using player stats and managerial profiles. Based on technology developed by Don Daglow in 1971 on a PDP-10 mainframe computer, and refined over more than 20

years of research, the system utilizes two kinds of simulation: Featured Games and Standard Games.

Once your baseball season is set up, you can play games in either of two ways:

Featured Games

“Featured Games” are games in a baseball season that you select to play or watch on screen. Like Exhibition Games, they are played in what we call the “Action Game,” where you can watch every pitch and every play.

Standard Games

Playing over two thousand Featured Games one at a time to recreate a recent baseball season is a time-consuming process. To let you see the results of an entire season in just a few minutes, Standard Games do not display any graphic images, and both teams are managed by the computer based upon the lineups, rotations and Manager Profiles you’ve selected.

Compiling Simulated Statistics

In all League Games, both Featured and Standard, the computer compiles statistics for every player who appears in the game.

After each Featured Game, a box score displays the batting and pitching

stats. All the simulated stats in the Standings and Statistical Leaders screens are updated after every game.

Injuries and Fatigue

Like real-life players, players in Tony La Russa Baseball 3 can get injured. When a player is injured, he can't participate in any games until the injury heals, which can take a few games or a few dozen.

On many stat display screens you'll find a column labeled DU, which stands for Days Unavailable. The number in this column indicates how many days remain until that player can participate in a League Game.

Injuries do not affect readiness for Exhibition Games, and everyone on the roster can play.

Due to fatigue, pitchers cannot play every day and must sit out one or more games before they can pitch again. In such cases the number in the DU column is accompanied by an "R," which stands for "Rest." 3R means that the pitcher needs three days rest before he can pitch again. If the R does not appear, then the pitcher is out because of an injury.

Injured players cannot be placed in the game, but pitchers who need rest can be used. Using a tired pitcher

risks both poor performance and serious injury.

Part Time Players in League Play

Here and there on the team rosters you'll find players with impressive statistics but few games played. You might well wonder what keeps them from appearing in place of a player with less impressive stats but many more games played. Where other computer simulations tend to ignore this disparity, Tony La Russa Baseball 3 uses injuries to compensate.

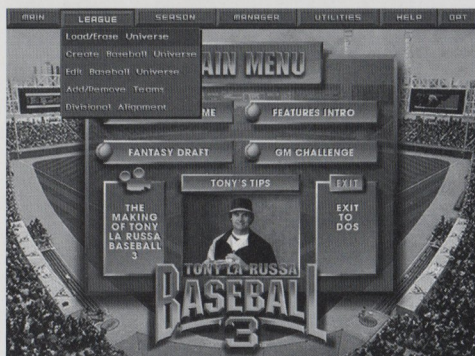
For example, if you have a second baseman with a batting average of .500 who logged only 25 plate appearances, you can still use him, but his risk of injury will increase rapidly if he exceeds the percentage of at bats that he actually had during the season. The same thing goes for pitchers with few innings pitched.

A player with 35 at bats in a season and 5 home runs can be an occasional pinch hitter, can appear in a game or two each month, or you can save him for the last week of the season to provide some extra punch. If you try to use him for several games in a row at the start of the season, the system recognizes he's starting to exceed his real rate of participation in the team's games and he will most likely be injured.

Often these injuries will occur off the field between games, slipping in the shower or slamming a car door on a player's hand.

Remember that Exhibition Games are not affected by this factor, so your 1 for 1 player with 1 home run will be a valuable (but not perfect) pinch hitter.

THE LEAGUE MENU



The League Menu offers tools that enable you to create and modify Baseball Universes. Baseball Universes are groups of teams and players that can be organized in any number of ways to create new leagues. A Baseball Universe can consist of as few as two teams or as many as 48.

League

The most recent available baseball universe is included with the game. Check the back page of this manual or

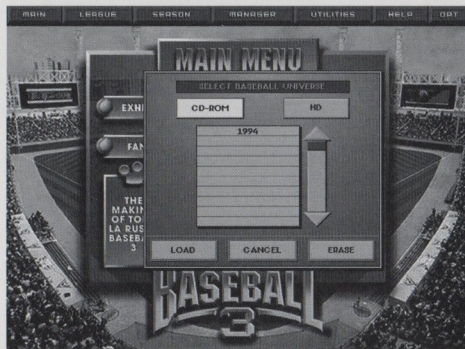
the enclosed card for information on over 100 years of additional Baseball Universes you can order by mail from Stormfront.

You can create your own Baseball Universes by re-combining existing teams, typing in the names and stats of additional players (see EDIT PLAYER STATS), or by importing other teams from previous versions of Tony La Russa Baseball (See IMPORT STATS).

Hint: Make sure you always know which universe is loaded so that you don't inadvertently make changes to the wrong universe. When you start the program, the universe that was last loaded is reloaded automatically.

See THE LEAGUE MENU for more information.

Load Baseball Universe



You can create your own Baseball Universes by combining teams from existing universes and save them on

the hard drive. You cannot save universes on the CD, but you can load the original universe from the CD to the hard drive to start anew if you make too many changes and just want to start over. Fantasy Draft and GM Challenge modes create their own universes.

Create Baseball Universe



When you want to create your own universe using existing teams (including teams you've already created from scratch), you'll use the Create Universe window.

Leave The Universe Empty

If you don't want to use the teams and the league set-up of an existing universe, leave this box checked and click on Done. The universe will remain empty until you add teams to it using the Add Teams window.

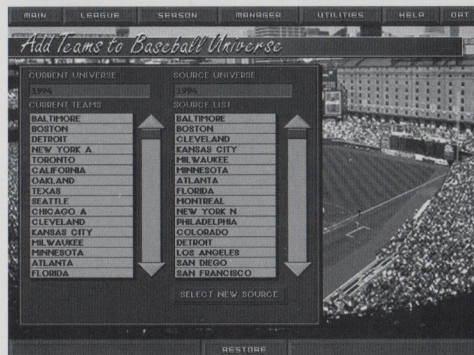
Copy League Set Up And Team From

If you want to use the teams and leagues from another universe, click on this box. (This has the same effect as making an extra copy of an existing universe under a new name so you can edit it later.) When you click on the box, the Select Baseball Universe Window appears. Click on the universe you wish to copy, and then click on Load.

Edit Baseball Universe

This window allows you to rename the currently loaded universe. To do this, highlight the appropriate input fields and type in the desired names and abbreviations.

Add Teams



The Add / Remove Teams window is necessary for modifying existing universes. Before you begin the process, make sure the appropriate universe is loaded. You can copy teams from any existing universe into

the currently loaded universe. If you've created a universe and left it empty, you'll want to come here to supply that universe with teams. If you wish to remove a team from the current universe, you can do that here as well.

Current Universe

The list on the left side of the screen shows the teams in the current universe. Use the scroll bar to scroll through the teams. To remove a team from the universe, click on the team and drag it off the list and then release the mouse button; this "throws it away."

Source Universe

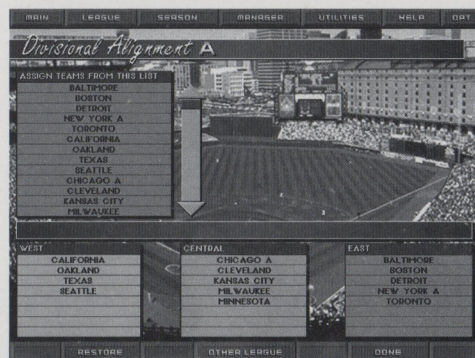
The list on the right side shows the teams in the source universe. The source universe cannot be altered during the process. Use the scroll bar to scroll through the teams. To copy a team from the source universe to the current universe, click and drag the team from source universe and place it in the current universe. The team name will appear at the bottom of the list.

Select New Source

Click here to bring up the Select Baseball Universe window. Then click on the desired source universe and load it. The new source will be loaded and the Add / Remove Teams window will reappear.

To save the changes, simply select another menu item. You may want to go straight to the Divisional Alignment screen to arrange your teams in divisions.

Divisional Alignment



This screen allows you to realign the divisions of the current universe. If you didn't just finish creating that universe, make sure you load the universe you wish to modify.

The Divisional Alignment screen contains the current universe's team list and the three division lists. You cannot add teams to or remove them from the list. Use the scroll bar to scroll up and down the team list.

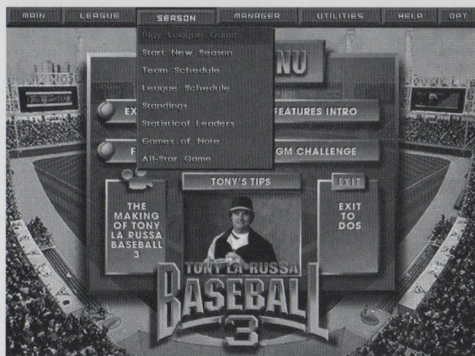
To add a team to one of the divisions, click and drag the team to the appropriate division list. No division can have more than eight teams.

To remove a team from a division list, click and drag the team from the

division list and place it anywhere else on the screen. The team will disappear from the list. You cannot transfer a team from one division to another. All teams must be copied from the team list.

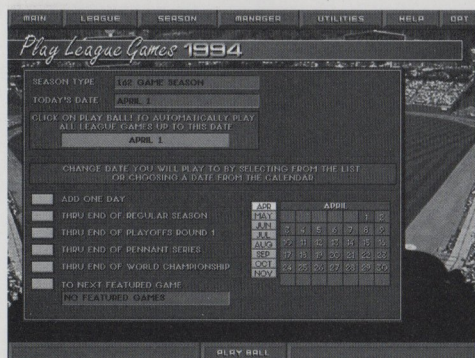
THE SEASON MENU

Season



The Season Menu contains all the screens necessary to setting up the teams, leagues and schedules to replay a baseball season of any length.

Play League Games



Before you can play your first League Game, you have to select Start New Season. Once you've started a season, you can either continue it or erase it and start a new one; each Baseball Universe can have only one season under way at any given time.

The Play League Games screen allows you to watch the results from the play of Standard Games, as well as schedule or play Featured Games. (For a description of Standard Games and Featured Games, see page 31).

At the top of the screen you'll see the Season Type and Today's Date. You can generate results for all the games scheduled for the current date by clicking on the Play Ball button at the bottom of the screen.

If you wish to simulate results for more than one day, click on the day that ends the period of time you wish to cover. When you press the Play Ball button at the bottom of the screen, all the League Games up to (but not including) the games scheduled for the selected day will be simulated as Standard Games.

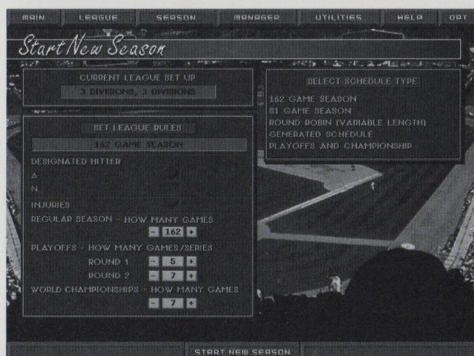
If any games prior to the selected date have been marked as Featured Games (see page 38 for how to select Featured Games), the system will play all games up to that date as Standard Games and then stop so you can play or watch the Featured Game.

The list of selections on the left side of the screen allows you to easily select blocks of games without clicking on the calendar. You can play the entire season, includes one or both rounds of playoffs, go straight through the World Championships, or jump straight to the next Featured Game.

Once you select Play Ball, the League Standings screen appears and the game results are updated one day at a time. All the buttons and menu choices on the screen are active, so you can interrupt the season at any time.

Buttons at the bottom of the screen allow you to choose to watch the standings for either of the two leagues, to watch the line scores for either league, or to watch the line scores for a single team.

Start New Season



This screen allows you to begin a new league season in the current Baseball Universe.

First, click on the schedule type from the list at the upper right, or design your own schedule using the tools at the lower left of the screen. You can select the total number of games in the regular season by pressing the [+] and [-] buttons on the regular season line.

Select the number of games in each of the playoff and championship rounds in the same manner. Playoff and Championship rounds are “best of” series, so if you select seven, the teams will play until one team wins four games and eliminates its opponent.

If you want to use the designated hitter in one or both leagues, click on the appropriate buttons; a check mark appears to mark your selection. If you wish to allow for injuries, click on the Injuries box.

When you have finished defining the new season, press Start New Season at the bottom of the screen.

Team Schedule And Selecting Featured Games



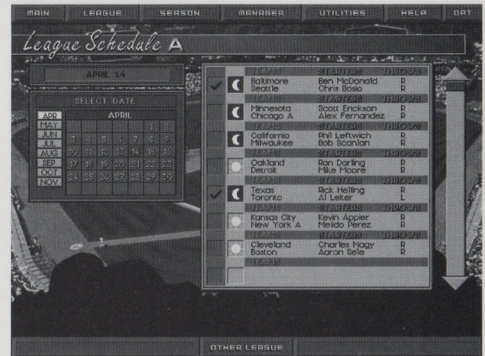
This screen allows you to view the monthly schedule of each team and to mark individual games as “Featured Games” to be played (or watched) in the Action Game.

A monthly calendar displays the daily matchups, with the visiting team listed first. A day or night icon appears in the upper right corner of each day.

To designate a game as a “Featured Game,” click on the appropriate calendar day. To “uncheck” a Featured Game, repeat the process.

The month buttons at the upper left of the screen allows you to view different months’ schedules. Click on the desired month to display the schedule for that month.

League Schedule And Selecting Featured Games



This screen lists all the games on the selected calendar day. If there are more games than will fit on the list, click on the scroll bar arrow to display the remaining games.

To mark a game as a Featured Game, click on the box to the left of the desired game. To change the date you’re looking at, click on a new date in the calendar. To change the month, click on a new month on the month list.

Standings

League Standings A											
TODAY'S DATE		November 11									
	W	L	%	GB	L TO	STREAK	HOM	AWAY			
EAST											
Yankees	84	58	.591	0	2-5	W4	25-13	28-23			
Baltimore	50	61	.452	3	4-4	W1	25-29	20-33			
Boston	82	80	.506	22	6-4	W1	46-24	36-35			
Toronto	80	82	.493	24	6-4	L1	45-34	35-38			
Detroit	68	97	.411	39	2-7	L2	35-48	29-52			
CENTRAL											
Minnesota	58	95	.382	0	4-3	L1	22-29	28-37			
Chicago A	66	76	.463	0	7-3	W1	48-33	38-43			
Kansas City	77	78	.496	9	4-5	W1	41-31	31-44			
Milwaukee	69	74	.483	28	4-6	L1	34-45	32-49			
Minnesota	67	95	.415	39	2-8	L6	33-47	34-47			
WEST											
Los Angeles	80	82	.493	0	7-3	L1	27-35	31-44			
Oakland	70	92	.432	14	5-5	W5	40-41	30-41			
Seattle	64	98	.395	10	7-3	W1	37-42	27-49			

This screen shows the standings in each league. The standings are updated after each game day, along with Games Behind, record for the Last 10 Games, Streaks (how many games won or lost in a row), and teams' Home and Road records.

Teams shown in red have clinched their division; those with "MN" and a number in the Games Behind column are close to clinching, and the number displayed is their "Magic Number". Any combination of their victories and the second place team's losses equal to the division Magic Number clinches the pennant for the first place team.

Statistical Leaders

RANK	NAME	TEAM	POS	AB	AVG	OBA	SA	BROW	PRO	HITS
1	Dante Bichetto	COL	IF	484	.304	.335	340	264	.883	147
2	Marquis Grissom	PHO	CF	476	.288	.346	427	139	.773	137
3	Trevi Fryman	DET	3B	464	.263	.335	474	211	.809	122
4	Kenny Lofton	CLE	CF	469	.349	.417	436	187	.953	160
5	Paul Hatcher	YOB	DH	454	.341	.414	318	177	.932	158
6	Glad Curtis	CAL	CF	463	.266	.319	397	141	.716	116
7	Brody Anderson	BAL	LF	463	.263	.358	419	156	.777	119
8	Darren Lewis	SF	CF	461	.257	.361	357	100	.698	114
9	Tony Phillips	DET	LF	438	.281	.411	468	187	.879	123
10	Craig Biggio	HOU	2B	437	.318	.412	483	165	.896	139
11	Brian McKee	ED	CF	436	.273	.361	378	105	.739	119
12										

The Statistical Leaders screen provides an exhaustive array of statistics that can be displayed and arranged in thousands of different ways. The column in red indicates the statistic for which all the players are ranked. To choose a different column, click on its heading on the screen.

Use the buttons at the bottom to select which stats you would like to see and how they should be sorted.

The power of the system lies in the way you can combine the button selections at the bottom and the ability to sort players based on different columns to create a custom baseball data base. For example, you can find out what shortstop hit the most homers against left handed pitching in a given year by selecting the buttons (in order from left to right), Most + Both Leagues + Batting + By Position + Shortstop + vs. Left + Historical, then highlight the top of the Home Runs column.

The scroll bars at the bottom and on the right side of the statistics display are used to scroll through the lists of players (up and down) and statistical categories (left to right).

The buttons at the bottom have the following functions:

MOST: Lists players who had the greatest number in the selected column's stat: highest average, highest ERA, etc.

LEAST: The opposite: lowest number of walks, lowest opposing average, etc.

QUALIFY: When selected, this button eliminates from the list any player who did not play enough to qualify for

the league leadership in this category.
BOTH LEAGUES: Displays Stats from both leagues. The two buttons below it are for each individual league.

BATTING: Batting Stats

PITCHING: Pitching Stats

FIELDING: Fielding Stats

ALL PLAYERS: Lists all players for this stat category.

ONE TEAM: Lists all the players on a selected team, ranked within the chosen stat category.

BY TEAM: Compares teams' total stats in each category.

BY POSITION: Allows you to compare all shortstops, catchers, etc. in a stat category.

BOTH: Displays stats compiled against both left and right-handed opponents.

VS. LEFT: Displays stats vs. left-handers.

VS. RIGHT: Displays stats vs. right-handers.

HISTORICAL: Displays the actual stats in the historical data base for this Baseball Universe.

SIMULATED: Displays simulated stats

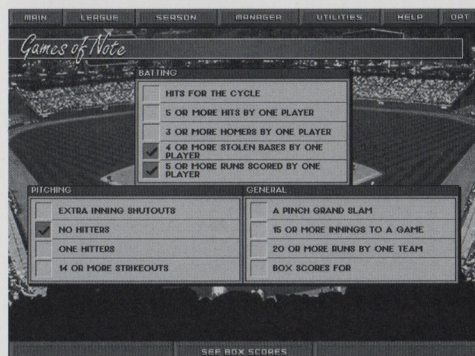
from the current season.

SIM PLAYOFFS: Displays stats from the simulated playoffs.

SIM CHAMPIONSHIP: Displays stats from the simulated championship.

SIM CAREER: Significant only in the GM Challenge; displays career stats for players in that fantasy portion of the game.

Games of Note



The Games of Note feature allows you to save the box scores of games in which a player or team accomplishes certain notable achievements. Check the boxes of the achievements you want to keep track of before you begin a season.

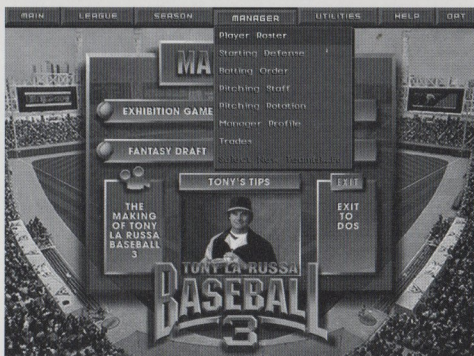
This screen also allows you to save all the box scores of games played by a team.

Warning: A season of box scores for one team takes approximately 1.7 meg of hard drive space. If you try to save

The **See Box Scores** button at the bottom of the screen allows you to examine any box score you've saved.

This feature allows you to play an All Star matchup, using players from the current Baseball Universe. When you start a new season you'll also be given the chance to schedule an All Star matchup. Before you begin the game, the computer prompts you to select which factors you want to use to determine which players make the All-Star squads.

Manager



The available options are:

[illegible]

This screen lets you move players back and forth between the Active Roster and the Reserve List. Use the See Pitchers and See Batters buttons at the bottom of the screen to go back and forth between pitchers and position players. Click on a player's name and drag it to a new location on the screen to move players between the two lists.

How Teams Are Structured

Teams in Tony La Russa Baseball 3 are organized just like the real big league teams, with 40 man rosters. In the game, squads have up to 16 pitchers and 24 position players. The core of the team is the 25-man active roster, with 10 pitchers and 15 position players. These 25 players are in the dugout and bullpen for every game.

The remaining 15 players comprise the Reserve List, and they are available to fill in for injured players from the active roster. After the September 1 deadline, the Active Roster expands to 40 players, which means that all the players on your Reserve List become active.

In Exhibition Games all 40 players are available for use in the game.

The Default Rosters

When you first install the game, all the teams are organized with lineups, batting orders, and pitching rotations based on those used by the real teams. Remember that a team uses many lineups and rotations during a season; those selected are intended to best represent the team. You can modify the default team structures at any time.

Note that each team has a lineup to face right-handed pitchers, and one to go against lefties.

Reserve List Management

The computer automatically brings players up from the Reserve List to replace injured active players. Of course, you don't have to abide by those selections and can go into the roster yourself to select a different player.

When the computer makes such replacements, it does not actually change the names on the Reserve List; only you can do that. When an injured player once again becomes available, the computer automatically returns him to the lineup, unless you've manually moved his name to the Reserve List. If you did place the injured player on the Reserve List, you have to move it back to the active roster to make him available. You can make as many changes as you wish at any time during the season.

When the computer is playing League Games and compiling statistics and results, it uses only the batters present on the Active Roster. (After September 1st, all 40 players are active.)

Starting Defense

	DU	POS	POS2	B	AVG	TAI	FA	A	B
STARTERS									
C Matt Volbeck	-	C	DN	B	.194	.993	.000	7	4
1B Kent Hrbek	-	1B	DN	L	.268	.997	.000	6	4
2B Chuck Knoblauch	-	2B	SS	R	.321	.994	1.000	9	1
SS Scott Liles	-	SS	B	-	.247	.989	.000	9	4
3B Pat Hines	-	SS	SS	B	.276	.943	.000	7	5
LF Shane Hock	-	LF	DN	L	.304	.998	.000	6	10
CF Alex Cole	-	CF	DN	L	.327	.969	.000	7	7
RF Kirby Puckett	7	RF	DN	B	.306	.996	.000	8	7
Core Winfield	-	DN	RF	B	.225	.000	1.000	7	7
BENCH									
Pedro Martinez	-	LF	DN	B	.301	.946	.000	6	7
Jeff Blashaw	-	SS	2B	B	.313	.943	1.000	8	8
David McGarry	-	1B	LF	B	.227	.901	1.000	7	7
Craig Hale	-	SS	DN	L	.252	.964	.000	7	8
Nick Becker	-	CF	DN	B	.254	.989	.000	7	8
Derek Bonds	-	C	C	B	.176	.993	.000	7	4

This screen allows you to choose the position players for separate lineups to face left-handed pitchers and to face right-handed pitchers. The players on the Starters list are those currently in the starting lineup. The players who are on the bench are listed below.

Use the See Vs. Left and See Vs. Right buttons on this and the Batting Order screen to examine each lineup. Click on a player's name and drag it to a new location on the screen to move players between the two lists.

The players in the Bench whose names appear in light gray lettering are on the Reserve List. You cannot bring in a reserve during a game; you may place a player on the Active Roster between games using the Player Roster screen.

Hint: Before you actually make any changes to the defensive lineup, check out what the computer would do. To do so, click on the Advise button at the

bottom of the screen; use the Restore key to return to the order in the same form as when you came into this screen.

Remember that computers can never analyze players as well as a human manager (and they don't worry if a superstar will be upset about batting 8th!)

Batting Order

	DU	POS	B	AVG	HR	SB	FA
ACTIVE PLAYERS							
Rickey Henderson	-	LF	B	.257	4	22	.977
Ron Javar	-	CF	B	.246	10	24	.986
Ruben Sierra	-	RF	B	.233	23	8	.948
Mark McGwire	-	1B	B	.361	9	0	.988
Brent Gates	-	2B	B	.268	2	3	.974
Scott Brosius	-	3B	B	.243	14	2	.946
Pete Berrios	-	SS	B	.264	2	7	.974
Scott Brosius	-	3B	B	.243	14	2	.946
Gerardo Berroa	-	DN	B	.283	13	7	.000
KEY PINCH HITTER							
Scott Hammond	-	C	B	.234	3	7	1.000
BENCH							
Pete Abreau	-	LF	L	.243	4	2	1.000
Craig Roquette	-	SS	B	.141	0	1	1.000
Eric Fox	-	CF	B	.172	1	2	1.000
Junior Noboa	-	2B	B	.284	0	1	.943
Don Hillard	-	C	B	.141	0	0	1.000

After you have made the defensive assignments for your team, it's time to put together a batting order. If you haven't set up your defense yet, you should do that first, then return here to create a batting order.

This screen displays the current order, the key pinch hitter, and below that the bench and Reserve List players. All buttons work in the same way as on the Starting Defense screen.

Pitching Staff

MAIN	LEAGUE	SEASON	MANAGER	UTILITIES	WELD	DOT
Pitching Staff CLEVELAND						
ACTIVE PITCHERS						
Dennis Martinez	28	B	176.2	3.82	11-6	0 92 44 10
Charles Nagy	28	B	169.1	3.48	10-8	0 108 48 10
Jack Morris	48	B	144.1	5.60	10-6	0 108 47 8
Mark Clark	38	B	127.1	3.82	11-3	0 60 40 8
Jason Grimsley	-	B	82.2	4.67	5-2	0 89 34 8
Jose Mesa	28	B	73.0	3.82	7-5	2 63 26 2
Eric Pluta	-	B	71.0	2.54	7-2	3 73 37 2
Derek Lilliquist	L	29.1	4.91	1-3	1 18 8 1	
Abbie Lopez	18	B	17.0	6.74	1-2	0 18 6 4
Chris Noholt	-	L	11.0	11.48	0-1	0 5 9 2
RESERVE PITCHERS						
Brian Barnes	-	L	15.1	5.40	0-1	0 1 11 3
Paul Shuey	-	B	11.2	8.49	0-1	0 16 12 1
Jerry DiGirola	-	B	15.2	8.04	0-0	0 9 10 3
Chad Oates	-	B	16.1	6.06	0-1	0 11 10 5
Steve Furr	-	B	16.1	6.28	1-1	4 12 15 1
						
PLAYED ROSTER				RESTORE		

The Pitching Staff screen is the pitching half of the Player Roster screen, and buttons at the bottom of the display allow you to go back and forth directly between the two. Pitchers on the Active Roster can be moved to the Reserve List, and vice versa.

Pitching Rotation

TEAM	LEAGUE	SEASON	MANAGER	UTILITIES	WELD	DOT
<i>Rotation & Bullpen</i> COLORADO						
STARTERS						
Marvin Freeman	-	B	112.2	2.80	10-2	0 67 23 8
Lance Palmer	-	L	73.2	6.11	4-5	0 43 26 6
Kevin Bix	38	B	73.2	5.62	6-8	0 53 35 6
David Reed	48	B	122.8	4.80	9-7	0 74 47 7
Greg V Harris	48	B	130.0	6.65	3-12	1 82 52 4
LONG RELIEF						
Mike Haskay	28	B	91.2	6.79	1-8	0 59 36 8
Armando Benigno	-	B	52.1	4.85	3-5	0 25 12 1
Curt Lockman	-	B	22.1	5.64	1-2	0 17 10 4
Mark Thompson	-	B	7.0	9.00	1-1	0 6 6 3
SETUP						
Willie Blair	-	B	77.2	5.79	0-5	3 68 39 2
Bernie Reed	-	B	64.8	3.94	2-2	3 51 25 1
Mike Munoz	-	L	65.2	3.74	4-2	1 52 31 1
Paulie Thomas	-	B	5.2	8.15	1-2	0 22 11 2
Steve Smith	-	B	5.2	7.30	0-1	1 23 13 3
CLOSER						
Bruce Buffin	28	L	55.2	4.04	4-5	16 45 30 1
ROUSE RESTORE						

This is one of the most important screens in the game when it comes to managing a team through an entire

season. With it, you give instructions to the powerful Tony La Russa Baseball 3 simulation engine, telling it how to use each pitcher during a single game or an entire season.

Starters

You must have at least four starters in the rotation, but in modern baseball five-man rotations are necessary to avoid wearing down pitchers and injuring them. Use a four-man rotation only out of desperation for a late season pennant run when too many starters are injured, or for other brief times where the extra wear and tear won't take down more of your staff.

Starters should have an endurance (END) rating of at least 6, but higher ratings are a great advantage. Too many short outings by starters can wear down even the best bullpen quickly.

The computer uses the starting pitchers in sequence, so that the first pitcher on the list is used first, the second pitcher second, and so on. When you're using a four-man rotation, if no scheduled starter is ready to begin the game the computer will choose a spot starter from the bullpen to start in his place.

Long Relief

Long relievers are the pitchers brought in to relieve if the starter gets knocked out in the early innings. It's a good place for non-rotation pitchers with a substantial endurance (END) rating. When needed, the computer will choose spot starters from this list.

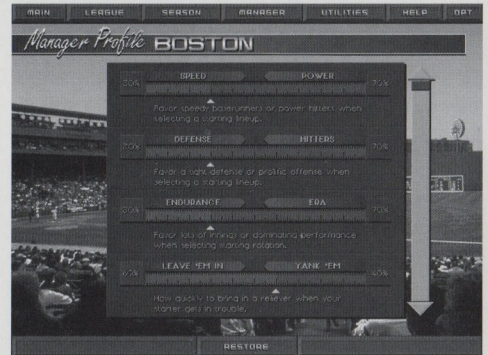
Setup

Setup pitchers are generally used in the later innings to "set the stage" for the closer by shutting down the opposition through the eighth inning. They will finish the game if it's not a "Save" opportunity for the closer (see below). Low ERA's and good strikeout-to-walks ratios mark effective setup men.

Closer

The closer is used in the ninth inning (and sometimes the eighth) when your team is ahead by three runs or less. His job is to earn a "save" by shutting down the opposing team and finishing off the game. Accordingly, your closer should be a powerful pitcher with a low ERA, lots of strikeouts and few walks.

MANAGER PROFILE



A Manager Profile is a model of a manager's tendencies in certain baseball situations. In Tony La Russa Baseball 3, you define a manager's style by positioning various "sliders," which describe the two extremes of thinking on each component of managerial strategy. With these sliders you can bring your own skill, knowledge, and insight to bear on your team's playing personality.

The profile is divided into fifteen categories. Use the scroll bar on the right side of the screen to scroll through the categories.

To change a slider, click on one of the arrows next to either end of it. Clicking on the left arrow, moves the slider to the left, increasing the influence of the factor at the other end.

Hint: Looking at the colors on the slider can sometimes be confusing. Watch the percentage numbers near each end of the slider to make sure you're getting the priority you want.

Managerial Categories

Hint: Watch the Tony's Tips videos on the Main Menu to get ideas on different ways to use these manager settings.

Note on the slider settings: Few things in baseball are absolute, and few strategies work every single time. In the tradeoffs below, remember that there will be some cases in which each extreme will be the best strategy; your job is to define how often the computer should veer towards either side, rather than telling it to always play a certain way.

SPEED VS POWER: This is the classic "steal runs" versus "wait for the three-run homer" argument. Managers with a high speed setting will choose faster players over home run hitters; while power managers will put sluggers in the lineup.

DEFENSE VS HITTERS: You can try to score a lot of runs yourself or try to prevent the other team from scoring a lot of runs. Turning defense up will cause the manager to choose a player with a nifty glove over an average defender with a higher batting average; sliding it more toward "hit-

ters" will increase the offense at the expense of the defense.

ENDURANCE VS ERA: Some managers prefer starters who can "go the distance" while others require only five or six innings of "quality" pitching. Move the slider towards endurance to instruct the manager to choose pitchers who can pitch more innings, perhaps protecting a weak bullpen. With a strong relief corps, move it more the other way. The manager will pick starters with less endurance and lower ERA's.

LEAVE 'EM IN VS YANK 'EM: Some managers have a "quick hook" while others are willing to wait a while. This slider controls that tendency: if you want your starters out of there at the first sign of trouble, choose "yank 'em." If your guys are good at getting out of jams, move it more toward "Leave Starters In."

LEAVE 'EM IN VS PINCH HIT: It's late in the game, the score is close, there's no DH in this league. Do you let your pitcher hit, because he's throwing well, or pull him for a hitter in the hopes of starting or maintaining a rally?

PITCH AROUND VS CHALLENGE: With men on and first base open, how do you feel about the "semi-intentional walk?" "Pitch around" will cause your pitchers to throw near, but out of, the

strike zone, hoping to get the batter to chase some bad balls. If the hitter walks, it'll set up a possible double play. "Challenge hitter" is the opposite. No walks here: the pitcher will bring his best stuff at every batter.

SACRIFICE VS HIT AWAY: Choosing "sacrifice" will cause your batters to bunt runners along from first to second with fewer than two outs, and from second to third with no outs. "Hit away" is the opposite: batters will swing away with runners on, hoping for a big inning.

SQUEEZE VS HIT AWAY: Man on third, fewer than two outs. Do you let the batter swing away? Maybe he'll get a hit. Or do you have him lay down a bunt (the "squeeze play"), hoping to get the runner home that way?

HIT & RUN VS PLAY IT SAFE: Some managers like to send the runner on first and order the batter to swing. This is a "hit and run." When it works, the runner can score on a double, or go to third on a single, or stay out of a potential double play. When it fails, the hitter misses the pitch, and the runner may be caught stealing.

WALK HIM VS PITCH TO HIM: With first base open and fewer than two outs, do you put the batter on to set up the double play, or do you pitch to him, and hope he doesn't beat you? The pitcher will tend to walk a superstar

automatically, especially if the hitter on deck is weaker, but how do you want him to handle an average batter? "Walk him" increases the chance the pitcher will put him on, while "pitch to him" will avoid the intentional walk.

INFIELD IN VS NORMAL DEPTH: With a runner on third and fewer than two outs, do you bring your infielders in, hoping to nail the runner at the plate on a grounder? Or do you concede the run to make sure of the out at first? "Infield in" will get more outs at the plate, but will also allow more balls to get through, because the fielders will have less time to react. "Normal depth" is the opposite: fewer outs at the plate, but more batters thrown out at first, while the runner scores from third.

PITCHOUT VS THROW STRIKES: Is the runner stealing? Should the pitcher throw a high, wide one, giving the catcher that extra bit of time if the runner is going? More pitchouts result in more runners thrown out stealing, but also in more walks.

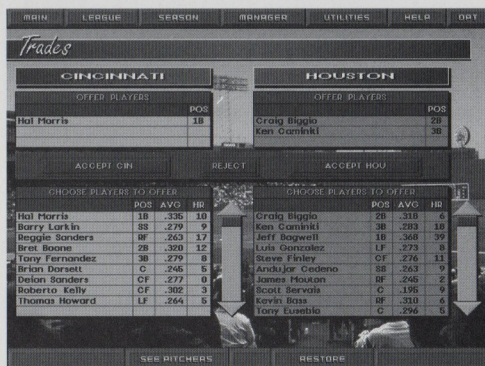
PUSH IT VS PLAY IT SAFE: Want to stretch that single into a double? Go first to third on a hard-hit single? Tag up and score on a shallow fly? This slider controls your base-running tendencies. Choose "aggressive" to always try to get that extra base. Sometimes you'll get thrown out. "Play it safe" takes fewer chances, gets

fewer extra bases, and makes fewer outs on the basepaths.

STEAL 2ND VS PLAY IT SAFE: How often do you attempt to steal second base? Speedy runners will try fairly often automatically, because they will usually make it. The more toward “steal 2nd” you push it, the more often runners will try to steal, and slower runners will steal where before they might not have tried. “Play it safe” is the opposite: push it far in this direction and only the very fastest runners will attempt to steal second base.

STEAL THIRD VS PLAY IT SAFE: This works just like “Steal 2nd vs. Play it Safe,” but sets the strategy for stealing third.

TRADES



Human managers can use the Trades screen swap players. When you first select Trades, the Choose Team menu appears. In the GM challenge mode,

the human-managed teams appear in red letters.

After you select two teams, the Trades screen appears. Use the scroll bars to scroll through the team rosters. Both teams can trade up to three players in any single transaction, as long the trade will not result in a team having more than 24 batters and 16 pitchers.

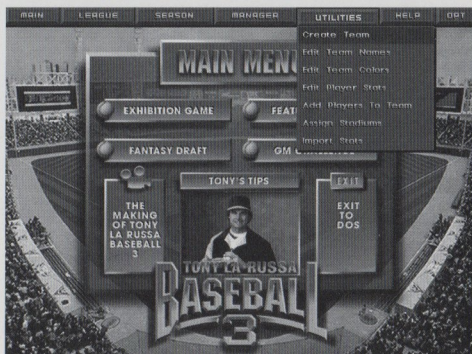
To execute a trade, both managers place the names of players to be traded into the Offer Players box, and then click on Accept. When both human managers have accepted the trade, the players in the Offer Players box switch rosters.

Note that you can trade batters for pitchers and vice versa.

Players received in a trade assume the spots on the Player Roster of the players for whom they were traded. This can accidentally place a star player on the Reserve List or a shortstop as your starting catcher, so always check your defense and batting order after a trade.

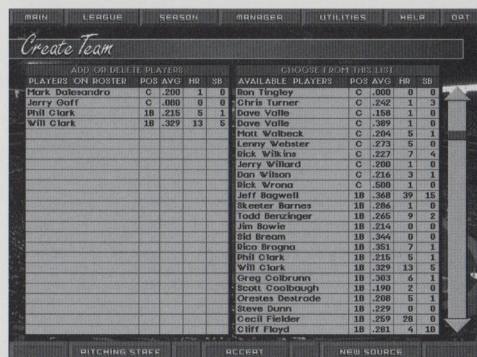
If one of the managers does not want to accept the trade, that manager can click on Reject and the deal will be canceled.

THE UTILITIES MENU



This menu offers a variety of options to customize the game. For example, you can type in the stats for your favorite player or team (including a Little League team!) or change the uniform colors of any club.

Create Team



The Create Team screen allows you to build a team from scratch. The team you create will appear in the currently loaded Universe.

The New Source button allows you to

mix and match players from different Baseball Universes, making this a powerful team-building tool.

The player pool appears on the right side of the Create Team screen. Players are listed by position in alphabetical order, beginning with the catchers.

The new team's roster is empty when you first enter the screen. To place a player on the list, click and drag the player to the desired spot on the new team's roster.

Warning: If you place the name directly over an occupied line, the player occupying that line is replaced, and is returned to the player pool, and the new player appears on that line.

You're allowed 25 batters and 15 pitchers on a 40-man roster. The last nine batters that you choose are automatically placed on the Reserve List, so you'll need to go to the Player Roster screen under the Manager menu if you want to place any of those players on the Active roster.

Edit Team Names

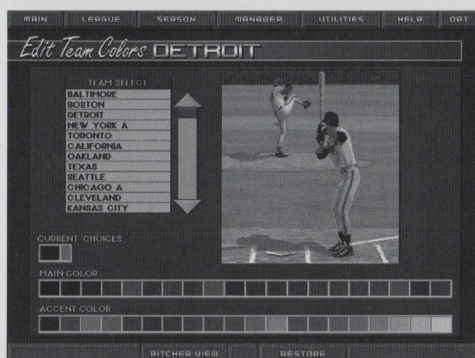
The Edit Team Name screen allows you to re-name any team in the current Baseball Universe.

When you click on a team, the team name appears in the Editing and New Team Name boxes. To re-name the

team, highlight the New Team name box and then type in a name. A name can consist of up to 14 characters.

Enter a New City Name and new Team Abbreviation in the same way.

Edit Team Colors

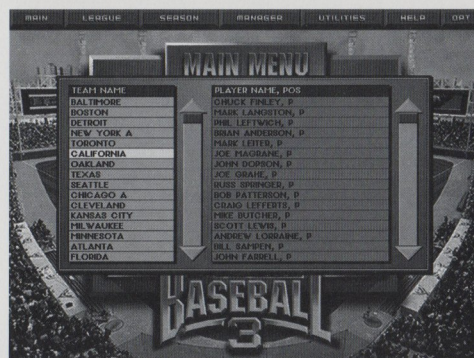


The Edit Team Colors screen allows you to change the colors of any of the teams in the current Baseball Universe.

To change a team's colors, first select the team from the Team Select menu. Use the scroll bar to the right of the list to scroll through all the teams.

From the color palette at the bottom of the screen, click on the desired Main Color and the desired Accent Color. The display window shows how the new uniform will appear.

Edit Player Stats



Tony La Russa Baseball 3 maintains a wealth of statistics and ratings for each player. These stats are divided into three groups: batting, pitching, and fielding. Edit Player Stats allows you to edit each statistic and modify the player ratings. All the changes made to the stats apply only to the current Baseball Universe.

There is no limit to what you can do on this screen, as long as the statistics do not contradict each other (e.g. 5 hits in 3 at bats for a player). You can turn pitchers into power hitters or DH's into star shortstops. The possibilities are practically endless.

To locate the player whose stats you wish to edit, first select the player's team, then scroll down the player list (if necessary) to locate the player. Click on the player's name.

When you select the player, the game asks if you want the computer to

calculate the player's ratings based on his new stats. If you answer "yes," any time you edit a stat, the player's ratings will change to reflect the modifications. This will happen even if you have already changed the ratings yourself. If you answer "no," editing stats will not effect the ratings; you will be responsible for changing them to reflect the modifications you have made in the player's stats. Each time you select a new player to edit, the program will ask this question.

Remember that computer generated ratings will not be as accurate as those given by knowledgeable baseball researchers and fans and may not indicate a player's true value.

Instructions for Using the "Delete Player" Function:

This function will allow you to delete a player entirely. To use this new feature:

- 1) Put the player on the reserve list using the "Player Roster" screen or "Pitching Staff" screen.
- 2) Go to the "Edit Player Stats" screen.
- 3) Change the player's LAST NAME to the name "EMPTY" and click on DONE. The player will now be deleted from the team.

Changing Stats and Ratings

Edit Player Statistics

PERSONAL INFO -

LAST NAME: [] FIRST NAME: []

SWIFT: [] BIL: []

YEAR: [] AGE: [] EXP: [] B: [] T: [] POS: []

1993: [] 9: [] D: [] L: [] P: []

HEIGHT: []

WEIGHT: []

INNINGS PITCHED: 109.1

BATTERS FACED: 447

HITS GIVEN UP: 109

DOUBLES GIVEN UP: 12

TRIPLES GIVEN UP: 1

HOMERS GIVEN UP: 10

WALKS ALLOWED: 31

STRIKES OUTS: 62

OPPONENT BATTING AVG: .262

VS LEFT: 247

VS RIGHT: 200

40

3

0

5

12

44

235

DONE EDIT BATTING EDIT FIELDING RESTORE

The Personal Info box allows you to change the non-statistical player information, allowing you to create entirely new players.

To edit the personal information, highlight the desired field and make the change. See the help text in the game if you have any difficulty.

Assign Stadiums

Assign Stadiums

CURRENT STADIUM: BALTIMORE

FENCES

LEFT FIELD LINE: 325

LEFT CENTER: 407

CENTER: 397

RIGHT CENTER: 396

RIGHT FIELD LINE: 316

SEATING CAPACITY: 49,879

NOTES: This is the only stadium with double deck bays.

CONDITIONS

WIND SPEED: 0

WIND DIRECTION: BLOWING IN TO LEFT

AVG HUMIDITY: 40

AVG TEMPERATURE: 58

ALTITUDE: 101

AVG ATTENDANCE: 36,540

TEAMS

BALTIMORE

BOSTON

DETROIT

NEW YORK A

TORONTO

CALIFORNIA

OAKLAND

TEXAS

STADIUMS AVAILABLE

PITTSBURGH

CALIFORNIA

TEXAS

HOUSTON

ATLANTA

ST. LOUIS

BALTIMORE

SAN FRANCISCO

USE STADIUM

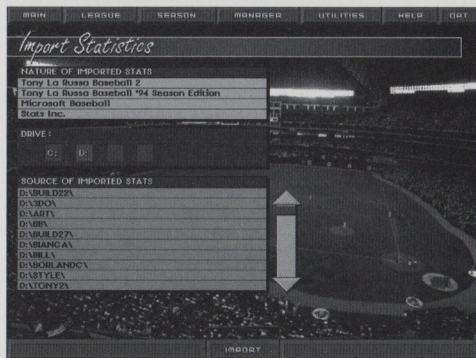
In Tony La Russa Baseball 3, each team plays its home games in its own home stadium. The Assign Stadiums screen

allows you to change each team's home park.

Click on a team name to see which stadium is assigned to that team. The information about the park will appear in the top half of the screen. To assign that team a different stadium, click on a different stadium name. The stadium shown in the Current Stadium box when you exit the screen will be assigned to the selected team.

VIEW STADIUM: Click here to take a tour of the selected stadium. When the stadium appears, move the cursor around the park to view it from different perspectives.

IMPORT STATISTICS



Tony La Russa Baseball 3 will accept teams and data from Tony La Russa Baseball 2 and the download services offered by Stats Inc. You may import single teams one at a time, or entire

leagues all at once.

Tony La Russa Baseball II

First select the disk drive where the TLB2 teams are located by clicking on the appropriate drive box. The program will list the sub-directories on the disk as well as the teams it can find.

To import a single team, select it, then click on the "import" button at the bottom of the screen. The team will be copied into your current league.

Stats, Inc.

Stats Inc. offers a service called STATS On-Line, where you can download up-to-date baseball statistics (and a whole lot more!) through your computer modem. To order their service, call Stats Inc. at 1-800-63-STATS.

See the Help Text (available on the far right side of the Menu Bar) for instructions on importing stat files downloaded from Stats Inc.

THE GM CHALLENGE

The General Manager Challenge allows you to compete as a General Manager against other human or computer GMs in a fantasy baseball game that extends into the future. Where the regular game of Tony La Russa Baseball 3 is set soundly on a founda-

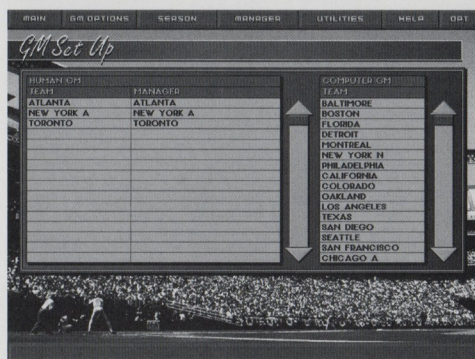
tion of simulation accuracy, the GM Challenge is a fun, “what if” contest that speculates on the great unknowable: who will win it all in the year 2025?

The menus described in this section offer a wide range of tools and options that allow you to make the most of your career as a General Manager.

GM Options Menu

When you set up the GM Challenge, the computer automatically creates a new Baseball Universe based on the one that is currently loaded. The new universe bears the same name, except that the letters “GM” precede it. For example, if you use the default 1994 universe in the GM Challenge, the new universe will be called GM 1994.

GM Setup



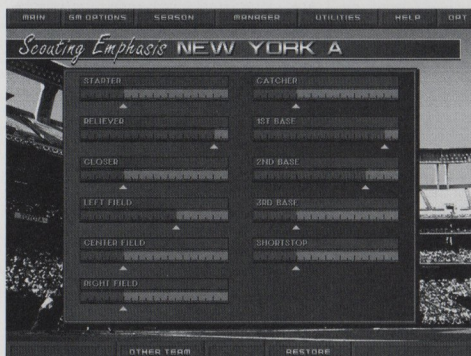
First, decide which teams will be controlled by human General Managers. Teams not controlled by human GMs are automatically controlled by the computer.

Click and drag the team(s) to be controlled by a human GM to the Human GM column. When you place the team on a line, the computer prompts you to name the General Manager. Use the scroll bar arrows to scroll through the GM lists.

To remove a team from the Human GM list, click and drag it back to the Computer GM list.

When you’re finished assigning Human GMs, it’s a good idea to go directly to Scouting Emphasis under the GM Options menu.

Scouting Emphasis



Before you begin a Season, it’s wise to assign scouts to search for minor league players at particular positions where your team might be understaffed.

Minor league players are fictional people created by the computer. An asterisk at the end of the player’s

name indicates he is one of these fictional people. They have all the stats of a regular player, and may turn out to be all-stars or flops. It's your job to decide which players will be the great ones!

Hint: You can use Edit Player Stats to give your own name, or those of friends or family members, to any of these players who find success in the big leagues.

Use the sliders on the Scouting Emphasis screen to decide where to place your scouting resources. Each player position and pitching role is represented by one of the sliders.

The scouting resources are limited to the scouting of up to 25 players. The greater the emphasis you place on one position, the more players at that position will be signed for the minor leagues by your organization.

Call Up Minors

The Call Up Batters/Pitchers screen allows you to replace players from your current roster with players from your Minor League lists. Batters and Pitchers are listed on separate screens.

To replace a current player with a minor league player, click and drag the minor league player and deposit him on the line where the current player's name is shown.

Before you start a new season, you should go to the Manager Menu and set your new pitching rotation, batting Orders, etc. to place the fresh rookies in appropriate roles.

GM Review

The GM Review screen offers the overall performance record of the selected GM.

The GM Performance Ranking at the bottom of the screen ranks the teams in order of score. To access the Performance Record of a specific team, scroll down the list to find the team and then click on the team name.

Year in Review

The Year In Review Screen displays the player career highlights of the last completed season. It's important to take note of any players on your team who have retired, so you can make a special scouting effort to replace them.

Please remember that this is a computer fantasy game. A player who retires at age 34 on the computer may play for your favorite team until he's 50!

Awards

The Awards screen shows computer-selected awards for both leagues for the previously completed season. At the bottom of the screen is the list of

recent HOF Inductees.

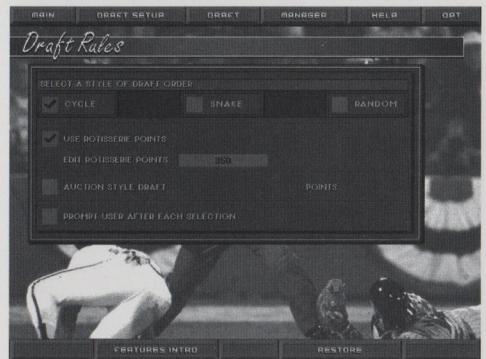
Note: Since the GM Challenge doesn't know about a current player's record in years before the Baseball Universe in which the current GM Universe was created, players who have played five to ten or more years in real life may not be recognized by the computer for induction. Players early in their careers, or fictional players created for the minor leagues, will be recognized.

FANTASY DRAFT

The Fantasy Draft feature lets you and any number of friends create your own Baseball Universe using the available teams and player rosters. You can draft anything from a 3-person Rotisserie league to a 48-team league to play within TLB3.

To begin the Fantasy Draft, select Fantasy Draft from the Main Menu. The Draft Rules screen appears. Before you start Drafting, you have to confirm the Draft Rules.

Draft Rules



Click the mouse in the box next to an option to place a check mark there and select it. Certain choices preclude other options from being selected.

There are three draft order options: Cycle, Snake, and Random:

CYCLE instructs the computer to begin at the top of the draft list, move in order to the bottom, and then start at the top again until all the team rosters have been filled.

SNAKE is the same as cycle, except that in even-numbered rounds the draft order is reversed, with the last team picking first.

RANDOM instructs the computer to select the draft order at random each round.

When the **USE ROTISSERIE POINTS** box is checked, you can then edit the total Rotisserie Points allowed per team. To

do so, click on the input field next to Edit Rotisserie Points to highlight the area. Then use the keyboard to type in the number of Rotisserie Points each team may use.

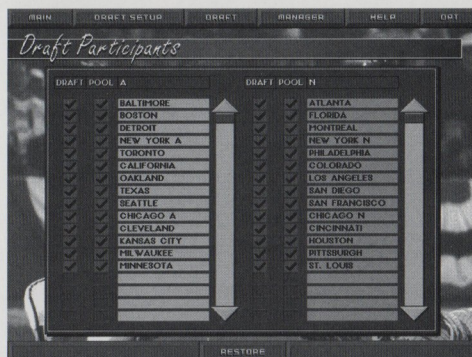
A player's Rotisserie Points are expressed as a number between 1 and 100. This is different than many official and unofficial published Rotisserie value scales, and you can edit the values to conform to any system you prefer.

The Rotisserie Points assigned to MLBPA players are not necessarily representative of the true value of such player.

AUCTION STYLE DRAFT gives each team a chance to bid on every player using Rotisserie Points. It is available only when you have chosen to use Rotisserie Points.

PROMPT USER AFTER EACH SELECTION instructs the computer to display each draft selection individually so that you have time to write it down.

Team Pool



The Team Pool option takes you to the Draft Participants screen. This screen allows you to select which teams will participate in the draft and which team rosters will be included in the player pool.

When you put a check mark in the box in the Draft column, that team is included in the Draft.

When you put a check mark in the box in the Pool column, that team's players are included in the pool from which those teams will draft.

Hint: If you place the same number of teams in the pool as there are teams drafting from it, the average player skill level will remain the same. If you and five friends draft six new teams from a pool of all 28 big league clubs, all six teams will be especially strong.

Restart Draft

The Restart Draft command takes you back the Draft Rules screen, and

erases all the decisions and picks made in the current draft.

Reset General Managers

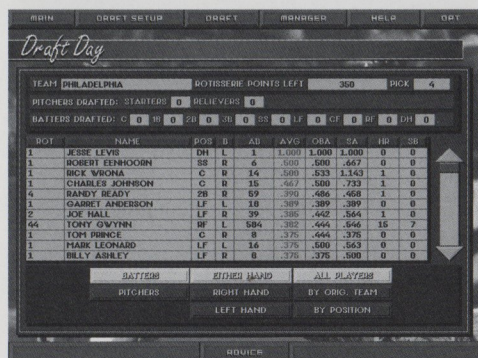
This option allows you to reset all the General manager profiles back to the original profiles shipped with Tony La Russa Baseball 3. For more information on General Manager Profiles, see the help text under General Manager Profile.

THE DRAFT MENU

The Draft Menu is where the draft takes place. Select Draft Day to begin your draft!

Before you select Draft Day, make sure you go to the Team General Manager screen and decide which teams will be controlled by a computer GM and which teams will be controlled by a human GM.

Draft Day



There are 40 rounds in the draft (although most drafts run out of players in rounds 34-36). The first 10 pitchers and 15 position players

selected are automatically placed on the active roster. All later draft picks are placed on the Reserve List. To change these alignments, use the Team Roster screen in the Manager Menu.

When you select Draft Day, the draft begins. Computer GMs automatically make draft selections for their teams. If you have checked Prompt User After Each Selection on the Draft Setup screen, the computer will stop after each selection to show who was chosen; you must then click on OK to continue the draft.

When it's a human GM's turn, the draft stops and the human GM uses the Draft Screen to select a player.

The Draft Screen shows the team name, the number of Rotisserie Points remaining (if relevant), the team's position in the draft order, and the number of players already drafted at each position.

Hint: This on-screen list refers only to each player's primary position; be careful when drafting for a non-DH league to check the second position of DH's to see if they can play in the field.

When the number in a position box is black, a part-time or platoon player has been drafted for that position or (in the case of pitchers) you don't have enough players yet for that

category. Blue means you have the minimum recommended number, such as four starting pitchers, or a full-time position player. Green shows that you have that pitching category well covered.

Sorting The Draft List

The list of players in the center of the screen, based on the Statistical Leaders screen, is a powerful tool for evaluating which player you wish to draft. The buttons at the bottom of the screen allow you to sort the names in a variety of ways.

Click on the headings of the statistical columns to sort the player list based on the selected stat.

The draft pool sort buttons are:

BATTERS: Display position players

PITCHERS: Display pitchers

EITHER HAND: Display all batters or all pitchers

RIGHT HAND: Display right handed batters and switch hitters or right handed pitchers

LEFT HAND: Display left handed batters and switch hitters or left handed pitchers

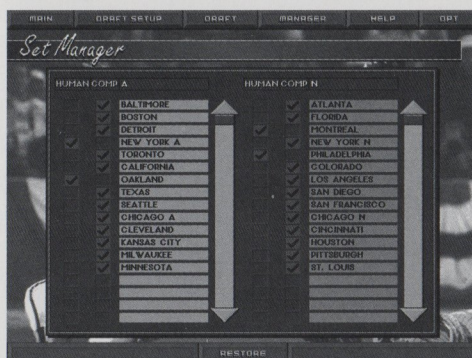
BY ORIG. TEAM: Displays the entire draft pool, but place the players from a particular team's original roster at

the top of the list. Use this option if you're trying to draft the maximum number of players from your favorite team.

BY POSITION: Allows you to compare all shortstops, catchers, etc. remaining in the draft pool. Only primary positions are listed.

The **ADVICE** button at the bottom of the screen asks the computer to suggest a player.

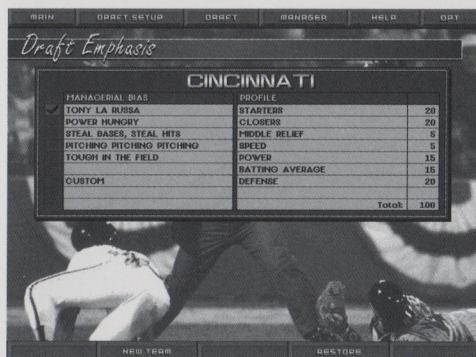
Team General Manager



This Team General Manager screen allows you to select which teams' draft picks will be selected by the computer, and which teams' picks will be made by a human GM. Only those teams selected for the Draft on the Team Pool screen will have a check mark next to them on the Team General Manager screen.

To select Human General Manager for a team, click on the box in the Human column next to that team.

General Manager Profile



The General Manager Profile screen allows you to set the drafting tendencies for any team's GM. The default GM profile for all teams is the same unless changed by you.

When you select GM Profile, the Team Selection menu appears. Click on the team whose GM Profile you wish to modify, and the Draft Emphasis screen appears.

There are five pre-set Managerial Biases, including the Tony La Russa Bias. Click on the bias you want. Notice that the numbers on the Profile change with each pre-set bias. The breakdown is based on a 100 point system, with higher numbers indicating higher priority.

TONY LA RUSSA: Tony's philosophy is a fine balance between pitching, hitting, and defense. This is the default setting.

All the other pre-set profiles are based on well-known schools of baseball thought:

POWER HUNGRY: The emphasis here is "Bless the three run homer."

STEAL BASES, STEAL HITS: The emphasis here is on base-running speed, going for runs one at a time instead of in bunches. Pitching and defense are also valued.

PITCHING PITCHING PITCHING: The title says it all. They say "Good pitching beats good hitting." This is your chance to prove it.

TOUGH IN THE FIELD: The emphasis here is on defense and pitching, winning games by holding down the other team.

CUSTOM: You can create your own Draft Emphasis by clicking on Custom and editing the numbers in the Profile. Keep in mind that the total number of points at the bottom of the Profile cannot exceed 100. If you attempt to leave the Draft Emphasis screen with more than 100 points in the Profile, the computer will subtract the excess equally from all categories.

THE SPECIAL MENU

This menu offers a variety of selections that players and managers will find useful.

Defense

Shows the current players at their defensive positions.

Line Score

Shows the current inning by inning line score of the game.

Box Score

MAIN	OAKLAND	TEXAS	SPECIAL	HELP	QUIT						
Box Score OAK 0, TEX 0											
TEXAS	AB	H	D	T	HR	R	BB	SO	C	E	R
DAVID RUSSE (CF)	1	0	0	0	0	0	0	0	0	0	0
JEFF FITE (2B)	0	0	0	0	0	0	0	0	0	0	0
WILL CLARK (1B)	0	0	0	0	0	0	0	0	0	0	0
JUAN GONZALEZ (LF)	0	0	0	0	0	0	0	0	0	0	0
IVAN RODRIGUEZ (C)	0	0	0	0	0	0	0	0	0	0	0
BUSTY ORRER (RF)	0	0	0	0	0	0	0	0	0	0	0
DEAN PALMER (3B)	0	0	0	0	0	0	0	0	0	0	0
MARKUS LEE (SS)	0	0	0	0	0	0	0	0	0	0	0
KENNY ROGERS (P)	0	0	0	0	0	0	0	0	0	0	0
TOTALS	1	0	0	0	0	0	0	0	0	0	0

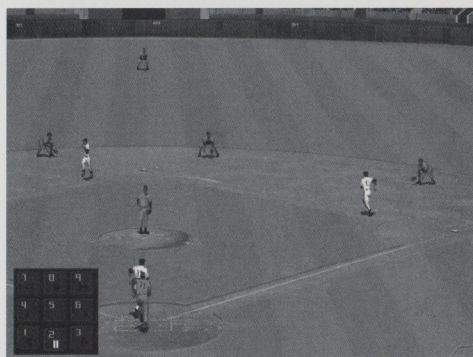
This screen shows the game stats for all the players on the selected team. Pitching stats are listed separately. If you're uncertain about the meaning of a particular column heading, consult the glossary of abbreviations on pages 63 & 64.

Games Today

Applicable only in Season and GM Challenge modes, this selection shows

you the scores of other games being played today around both leagues.

Replay



The Instant Replay feature allows you to review any play that took place in the Field View. Action on the Pitcher /Batter View (balls and strikes) can't be replayed.

You can leave the replay at any time by hitting [Esc], [Enter] or [Return].

The diagram on the lower left corner of the screen shows you how to operate the replay "video tape".

- 1: Rewind one frame
- 2: Stop
- 3: Advance one frame
- 4: Continuous rewind
- 6: Continuous advance
- 7: Continuous fast rewind
- 8: Stop
- 9: Continuous fast forward

To pause the game, press P.

THE HELP MENU

The Help menu provides access to the Features Intro, which offers an overview of the game, and also allows you to pull up more detailed help about the functions of the screen you're currently viewing. Press F10 to bring up the Help text at any time.

APPENDICES

MAKING A BOOT DISK

(Note : These directions assume you are using Drive A:. If you're using drive B:, substitute "B:" everywhere below where you see "A:".)

1. Insert a blank disk into your floppy drive. From your C:\ prompt, type "SYS A:" and hit your <ENTER> key. The message "system transferred" should eventually appear.

2. From your C:\ prompt, type "COPY CONFIG.SYS A:" and hit <ENTER>. The message "one file copied" will appear.

3. From your C:\ prompt, type "COPY AUTOEXEC.BAT A:" and hit <ENTER>. The message "one file copied" will appear.

4. From your C:\ prompt, type "A:" and hit <ENTER>. You should now be at your "A:\>" prompt.

5. Type "EDIT CONFIG.SYS" and hit

<ENTER>. A blue screen should appear. Add the following four lines at the beginning of your config.sys file:

- 1) DEVICE=C:\DOS\HIMEM.SYS
- 2) DOS=HIGH,UMB
- 3) FILES=30
- 4) BUFFERS=20

6. Now remove all other lines EXCEPT for the following:

Any line containing the word "CD".

Example:

```
"DEVICE=C:\CDROM\NEC_IDE.SYS  
/D:MSCD001
```

Any line containing the word "Mouse".

Example:

```
"DEVICE=C:\MOUSE\MOUSE.SYS"
```

Any line containing your sound card drivers.

Example:

```
"DEVICE=C:\SB16\DRV\SB16" or  
"DEVICE=C:\FORTE16\DRV" or  
"DEVICE=C:\SOUND16A\SOUND16A.SYS"
```

7. Now save the file under the same name (CONFIG.SYS), and exit back to your A:\ prompt.

8. From your A:\ prompt, type "EDIT AUTOEXEC.BAT" and hit <ENTER>. A blue screen should appear. Delete every line of this file EXCEPT the following lines:

```
@ECHO OFF  
PROMPT $P$G
```


Your path line.

Example:

"PATH=C:\DOS;C:\WINDOWS;C:\SB16"

Any line containing the word "CD".

Example:

"DEVICE=C:\DOS\MSCDEX /D:MSCDOO1"

Any line containing the word "Mouse".

Example: "C:\MOUSE\MOUSE.COM"

Any line pertaining to your sound card. Example:

"SET SOUND=A220 15 D1..." or

"SET GALAXY=A220 15 D1..." or

"SET BLASTER..."

9. Save the file under the same name (AUTOEXEC.BAT) and exit back to your A:\ prompt. Reboot your computer, leaving the disk in drive A:\. Your computer should now boot to your A:\ prompt. You're now ready to play the game as directed in the instructions and reference card!

PLAYER RATINGS

In general, all ratings in the game (except streak and day - night, described separately below) are based on a modified 1-10 scale that has the special 11 and 12 ratings added to it. Since big league players are as a whole outstanding players, a "7" is an average rating.

Pitchers' endurance ratings tell you

how many innings they will normally be able to pitch when available to play in a game. The highest possible rating in this case is 10.

Clutch ratings refer to how players do in pressure situations. Players with high clutch ratings do better than their stats suggest in clutch situations, and a little less well when the pressure is off. Players such as Closers, who always appear in clutch situations, will always have a clutch rating of "7" since all their stats were compiled in the "pressure cooker."

The scale is:

- 12 All-time great season in this category
- 11 Dominant season in this category, better than normal league leader
- 10 Most years would be in the top 1 or 2 in the league
- 9 ...
- 8 ...
- 7 Major League Average
- 6 ...
- 5 ...
- 4 ...
- 3 ...
- 2 ...
- 1 ...

Streak Rating

The streak rating for a player tells how well he does in different parts of the season. Some players are nicknamed "Mr. October," while others are spring

phenoms who fade as the heat of summer takes its toll. The ratings are:

- A Absolutely even all season
- B Above ave. in April, cools a little in September
- C Slightly cooler in July & stronger in April & September
- D Slightly stronger in July & cooler in April & September
- E Like I, but less extreme
- F Like J, but less extreme
- G Like K, but less extreme
- H Like L, but less extreme
- I Cold in mid-summer; hot at start & end of season
- J Cold in April & September; hot in the summer months
- K Starts cold in April and is awesome by September
- L Starts very hot, gradually cools to cold September

Day - Night Rating

The Day/Night Rating is a single number based on the following scale:

- 1 Awesome in day, cold at night
- 2 ...
- 3 ...
- 4 ...
- 5 ...
- 6 Just slightly better by day
- 7 Equal skill in night or day
- 8 Just slightly better by night.
- 9 ...
- 10 ...
- 11 ...
- 12 Awesome at night, cold in day

GLOSSARY OF ABBREVIATIONS

The following alphabetical list contains all the abbreviations found in the game.

For a thorough explanation of the statistical terms, we recommend the book *Total Baseball*, Edited by John Thorn and Pete Palmer, which is available in any major bookstore or library.

1B	singles or first base
2B	doubles or second base
3B	triples or third base
A	assists
AB	at-bats
APP	appearances
AVG	batting average
B	batting side (right or left)
BB	bases on balls (walks)
CG	complete games
CS	caught stealing
D	doubles
DP	double plays
E	errors
END	endurance rating
ER	earned runs
ERA	earned run average
ERR	errors
EXP	experience (in years)
FA	fielding average
FACED	batters faced
G	games played
GIDP	grounded into double play
H	hits
HB	hit batters (pitchers)

HBP	hit by pitch
HR	home runs
IP	innings pitched
IPOW	isolated power
K	strikeouts
LOB	number of runners left on base
L	losses
LP	losing pitcher
OAB	opponent at bats
OBA	on base average
OBBA	opponent base-on-balls average
OOBA	opponent on-base average
OP	opponents' production
OKA	opponent strikeout average;
OSA	opponent slugging average
PA	plate appearances
PAB	pinch at bats
PAVG	pinch hit batting average
PB	passed balls (catchers)
PH	pinch hits
PHR	pinch home runs
PO	putouts
POS1	primary position
POS2	secondary position
PRO	productivity (SA + OBA)
R	runs scored
RA	runs allowed (pitchers)
RATIO	walks + hits per nine innings (pitchers; this is the Rotisserie definition rather than the SABR definition, which includes hit batsmen)
RBI	runs batted in
RC	runs created
RP	runs produced
RTO	runners thrown out (catchers)

SA	slugging average
SAC	sacrifices
SB	stolen bases
SHUT	shutouts
SOA	strike out average
SV	saves
T	throwing side (right or left)
T	triples
TB	total bases
VS. L	against left-handed batters/pitchers
VS. R	against left-handed batters/pitchers
W-L	win-loss record
WP	winning pitcher

CREDITS

Over 60 people made contributions to the creation of this game. Please see the Credits Screen (available on the menu bar under the "Main" heading) for a list of their names.

The management of Stormfront Studios would like to express its appreciation to the families and loved ones of its team members, without whose support this product could not have been created.

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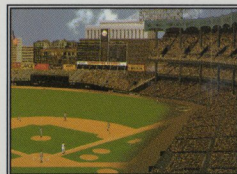
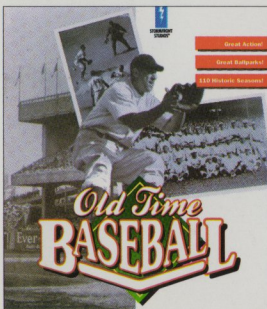
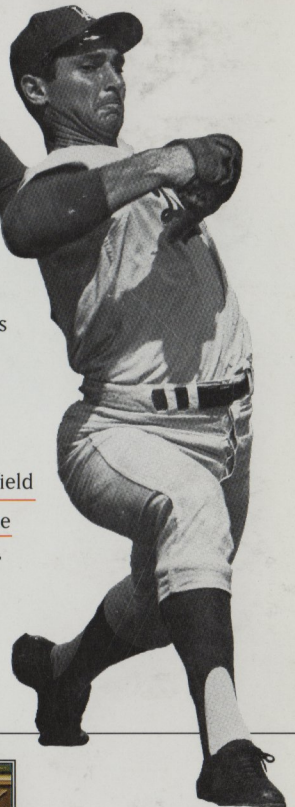
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